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Adventurer's Guide to

# Might and Magic™

## Book One

55 Complete Maps, Tips and Items

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

# Adventurer's Guide to

# Might and Magic™

## Book One

## 55 Complete Maps, Tips and Items

NEW WORLD COMPUTING, INC.
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**Second Edition**

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## Credits

Adventurer's Guide Written by:
Eileen A. Cronyn, Cronyn Publications, Inc.

Gracious Creators of Might and Magic:
Jon and Michaela Van Caneghem, New World Computing, Inc.

Valuable Travel Hints, Insights and Mapping of the Land of Varn provided by:
Jon and Michaela Van Caneghem
Mark Caldwell, New World Computing, Inc.

Here too we recognize those courageous adventurers familiar with Might and Magic, who've lived long enough to tell the secrets they have learned.

Cover Illustration:
Jim Krogel, West End Studios

Layout and Interior Graphics:
Focus on Design

New World Computing, Inc.
P.O. Box 2068
Van Nuys, CA 91404, U.S.A.

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# Welcome fellow travelers!

The object of Might and Magic is but a simple one... to discover the Secret of the Inner Sanctum. The road ahead is a long one, and most definitely an adventurous one.

Many travelers have set out before you. They've encountered demons, creatures and the like. Not all have known fruitful times. Sandstorms, tidal waves, and avalanches are but a few disasters that greeted them. Battles were won, but many were lost. They choose to ignore clues and left treasures unopened.

There remain plenty who've tasted the sweetness of success. It is they who, wishing only the same for your party, willingly share their findings and varied accounts. The writings herein include a variety of hints. All shall tempt your party with its aroma. Savor these pages, as they enhance the flavor of your travel.

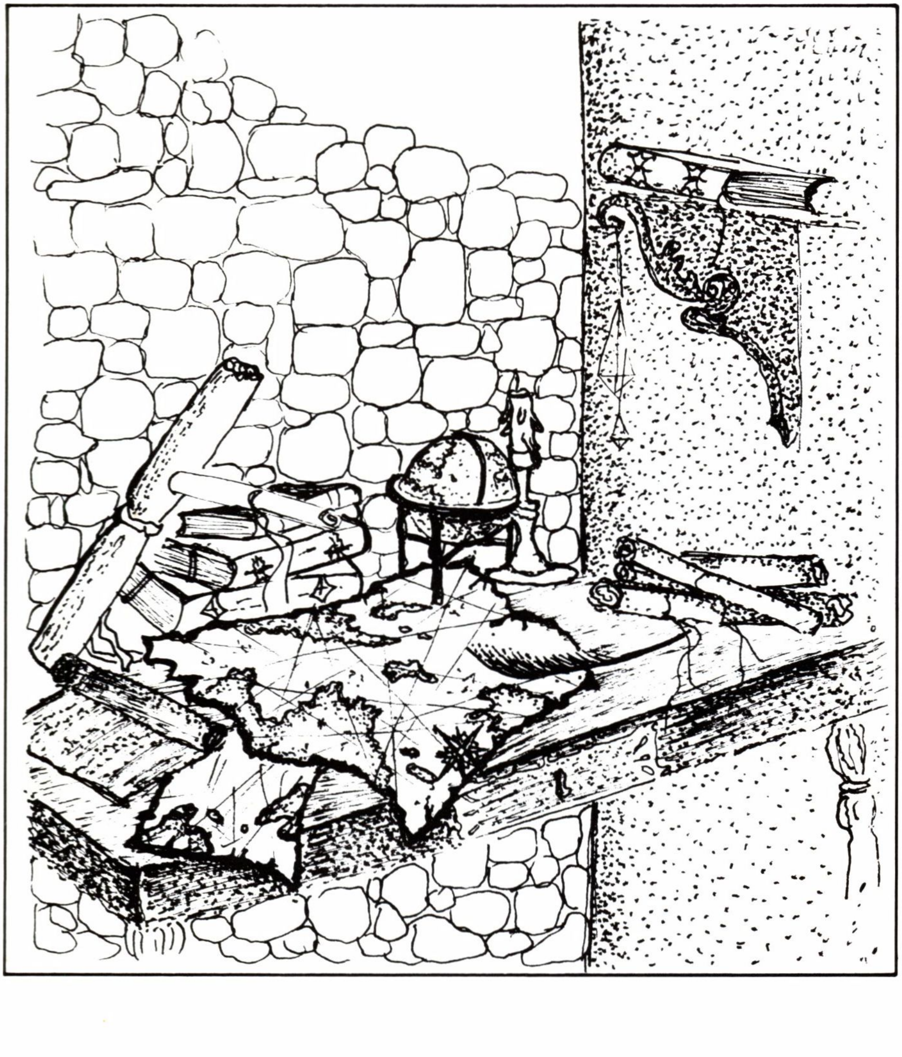
There are a total of 55 surfaces you may journey. Each of these surfaces may be defined as 16 by 16 square grids; ranging from Towns, Natural Caverns, Outdoor Regions, Castles and Those Dimensions Remaining. While Might and Magic does acquaint you with mapping skills, you may opt to utilize those furnished in the first section of these writings. Supplied below each map find its legend, followed by said accounts from past travelers. These writings further introduce basic strategies and suggestions. Specific coordinates proving rich to your adventures are found. Certain riddles, quests and magic items are difficult to locate or understand. Find here their meaning. Those knowing success share their mystery herein.

From the start of your journey, begin to recognize the taste of success. Its flavor you'll find not only satisfying, but all consuming as it heightens your travels.

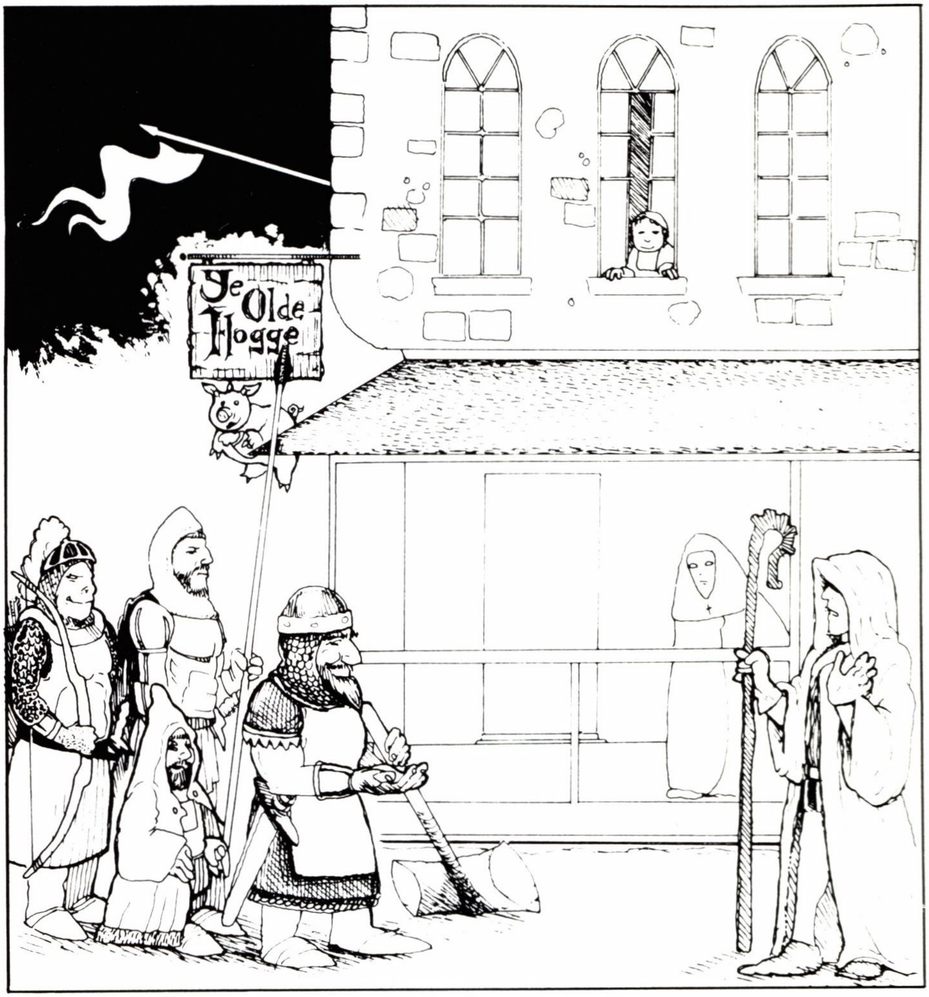
# Maps

Part of the mystique enjoyed while adventuring Might and Magic is the player's need to map 55 distinct 16 by 16 square grids. Those traveled before you, after long hours, have successfully mapped each grid. This led them to their Secret.

Some adventurers are anxious to begin their journey. In their eagerness they perhaps view mapping and its skill as time consuming. The following pages provide all maps needed to venture the Land of Varn. While all maps are provided, special events and encounters are left for your search. May your journeys flourish with great rewards!



# Happy Adventuring!



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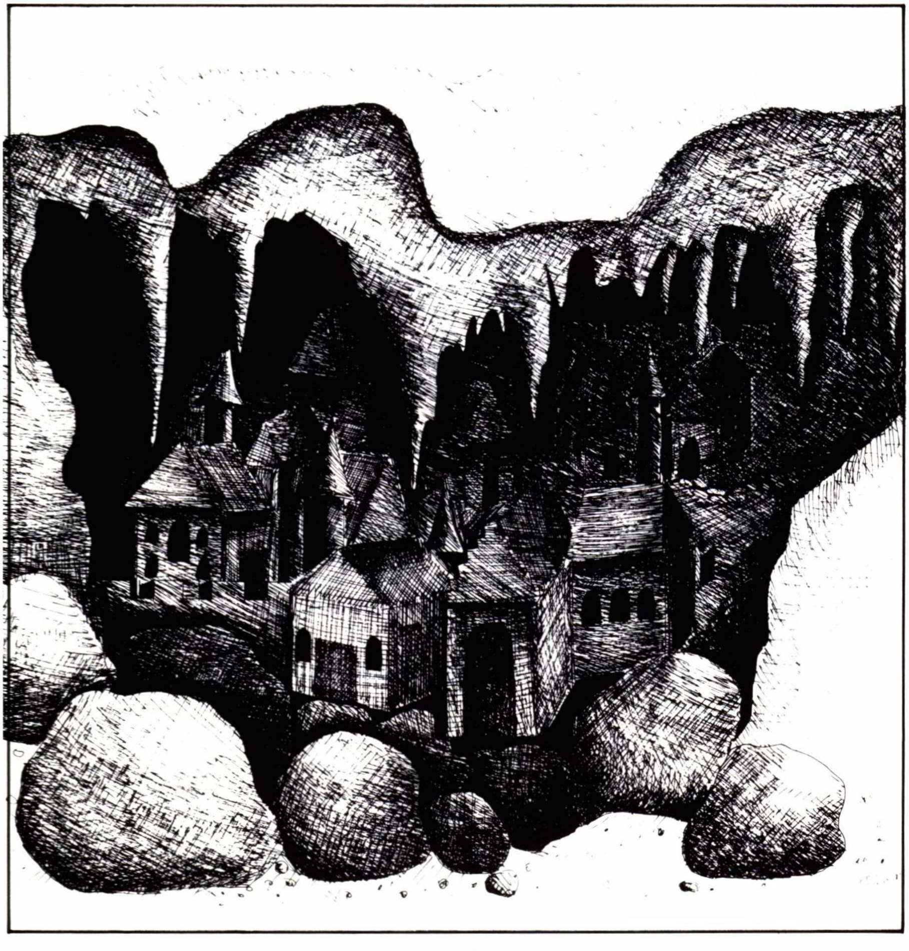
# Towns

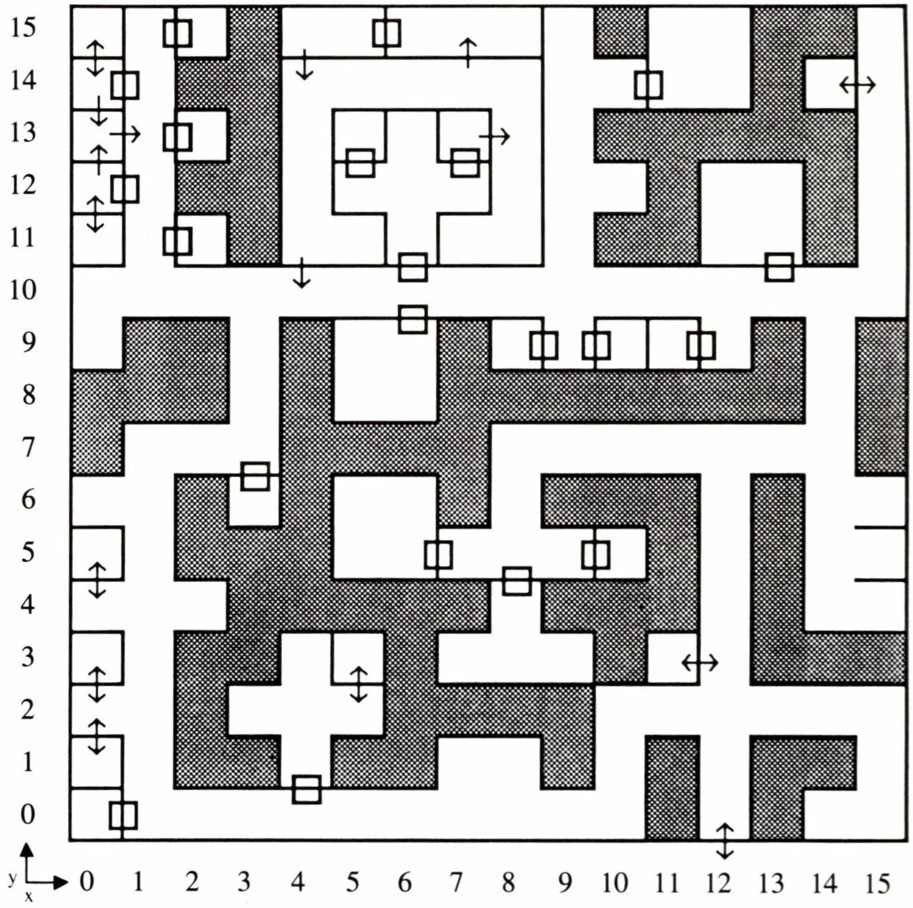
Once was a time that children frolicked thru the Land of Varn. Happiness was known and felt by all. Tho happiness still abounds, change has come. This change has driven the towns underground. Thus explaining the cavernous openings found on your map.

As you embark on your journey, take note to act wisely. When traveling the five towns, they become both familiar and unique. Once your party registers in the Inn, you're free to meet the townspeople and explore its sites. Charity pays on judgement day. Be sure to call on Blacksmiths, as they have supplies to aid in your journey. Since the journey promises to be a long one, shop for many culinary delights. Simple tipping gestures bestowed on bartenders prove worthwhile. Listen for rumors. Temples are to be visited to gain needed clerical guidance. Being that skill and experience are of great importance, perhaps your interest lies in training exercises. These are the familiar.

The closer to town you travel, the safer your journey. One of the towns is without natural caverns, while another gives you change in its pool. Each town need be shopped wisely. Purchases made vary in worth, cost, and of course in magic! Read on for the unique...



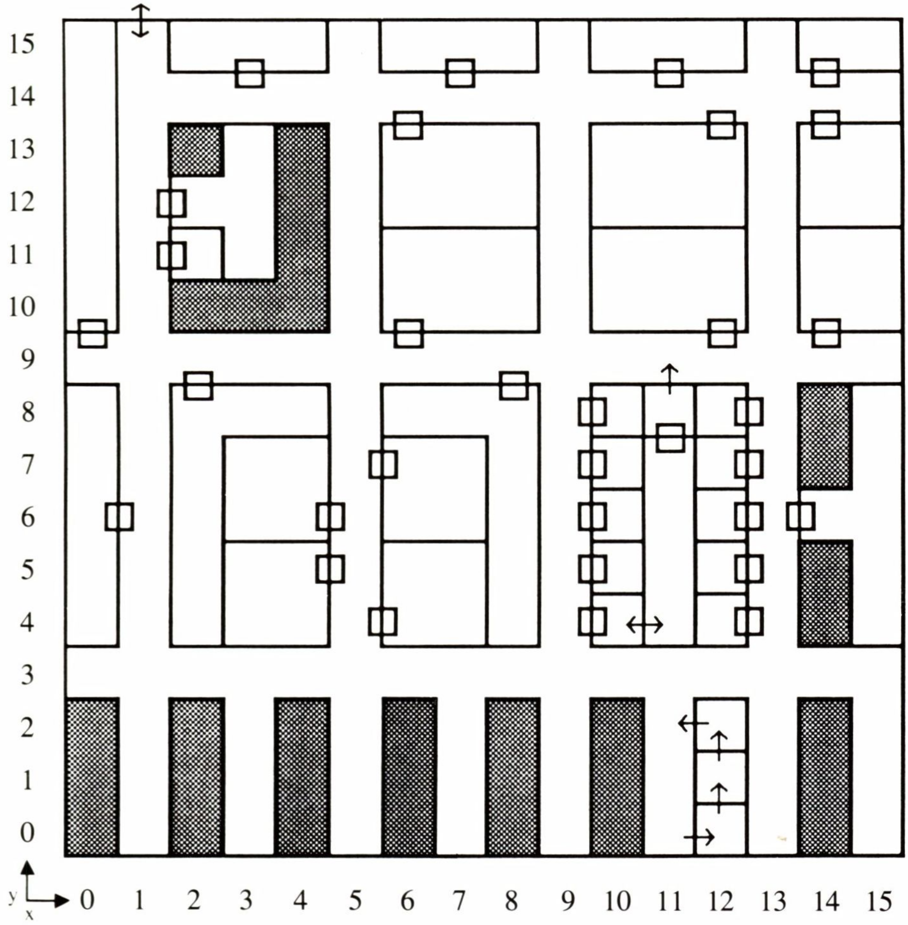
# Town of Sorpigal



Your adventure begins in the quaint Town of Sorpigal. It is written that here in Sorpigal you find seven of the eight statues.* Search these statues, as they possess valuable insight on quests toward the Secret of the Inner Sanctum. The wise avoid jailings. Sorpigal, tho a lovely town, is just the beginning. You will go beyond. If your party yearns for the outdoors, seek its passage. If you yearn to travel to another town, look for the Irish one. A mere gem makes him a fine travel agent.

*Further writings on the whereabouts of the eighth statue remain lost.

# Town of Portsmith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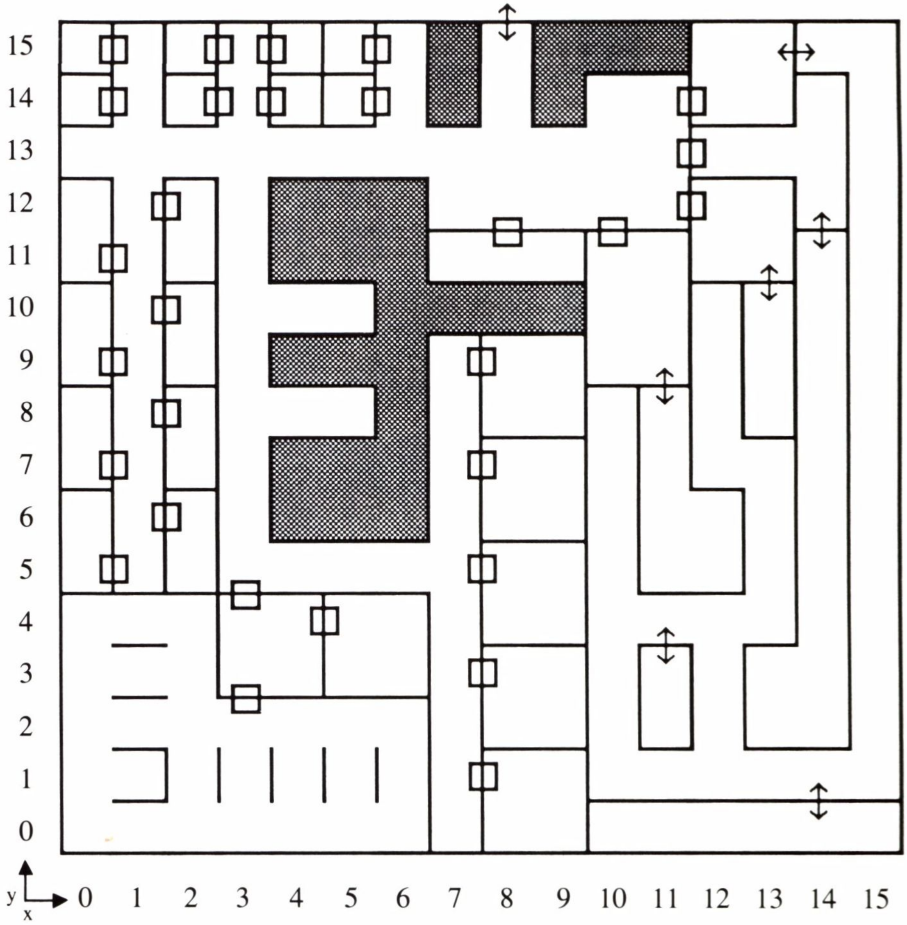
The Succubus Queen clearly holds reign in the Town of Portsmith, although her reign isn't conforming. Some yearn underneath for the contrary, as they find her exhausting. One waits for you here by secret passage. Once found, you'll not only unearth the understanding of Portsmith, but enhance your quest. Of demons and devils, a lesson is to be learned, perhaps even encountered.

# Town of Algary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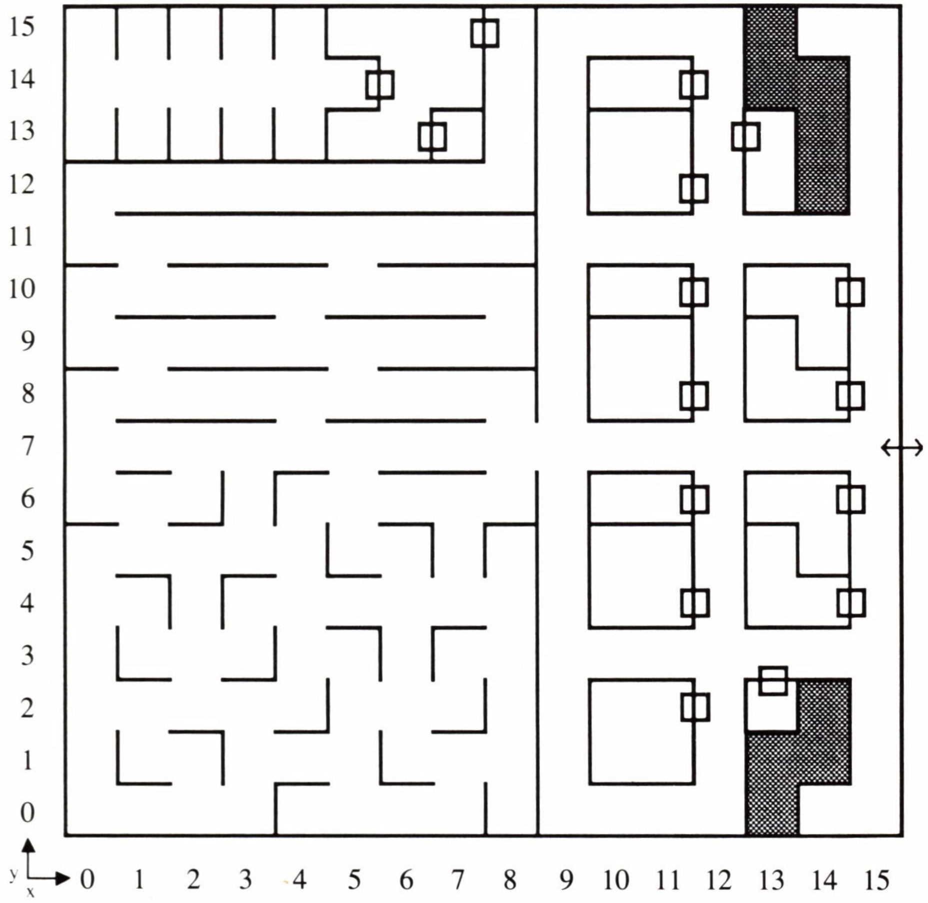
One waits for you in the Town of Algary, proving that clues do add up. Resembling a tailor, the Mystic takes your measure. If it's treasures you seek, you'll find plenty. And plenty of encounters too! This town is mid-range in worth. Its flooring has found anchor in the Marsh. Travel from here is most unusual.

# Town of Dusk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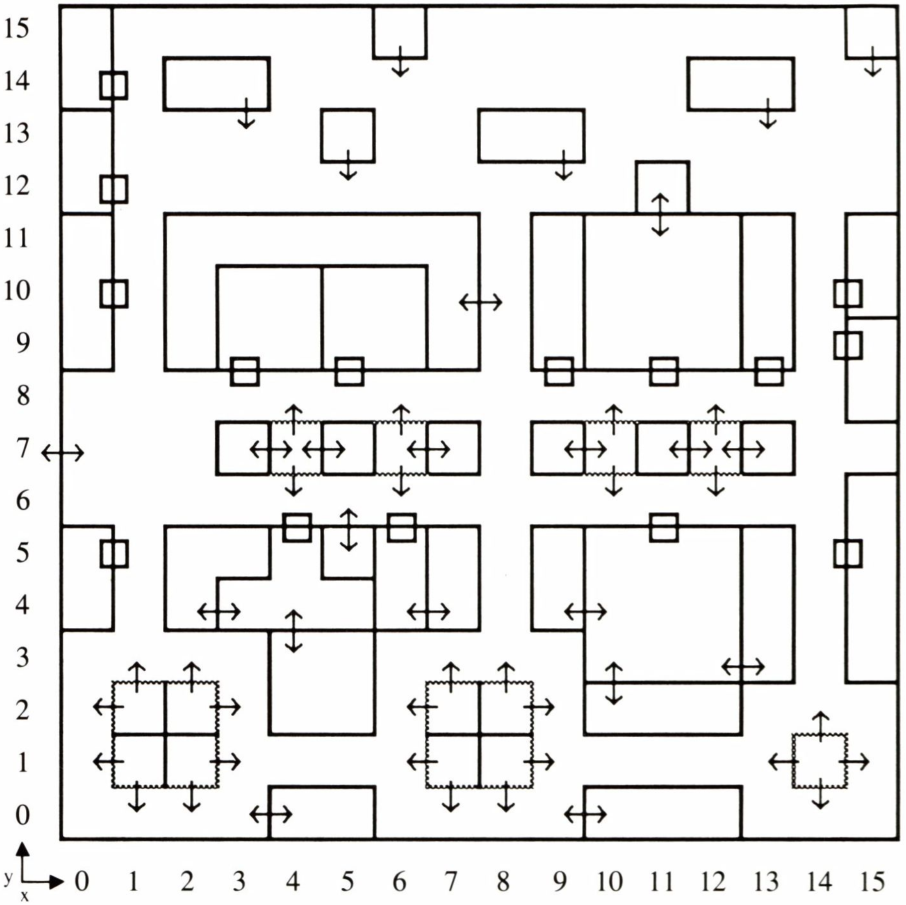
The Town of Dusk appears to be a confusing network, but that's just the half of it. While appearing so life-like, it's surely a different world than you've known. Don't let this illusion alarm you. One will accept your delivery and further share secrets. Plenty of, shall we say, chance meetings await you?

# Town of Erliquin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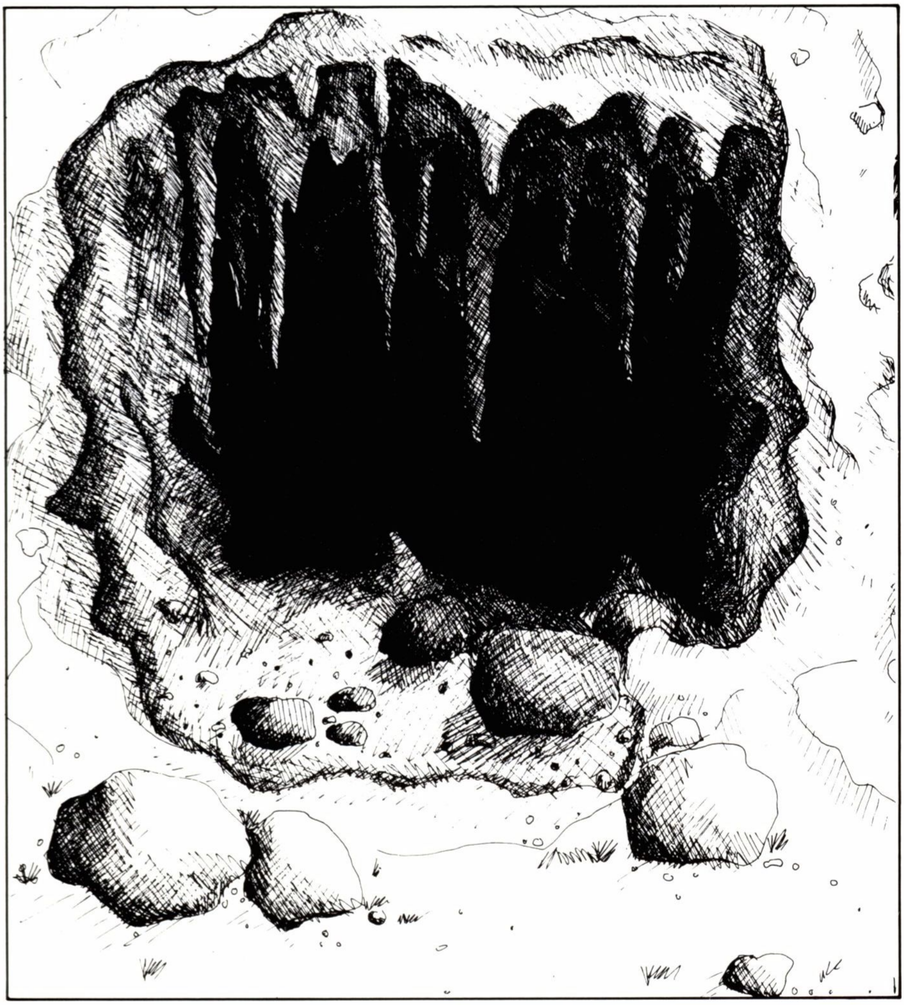
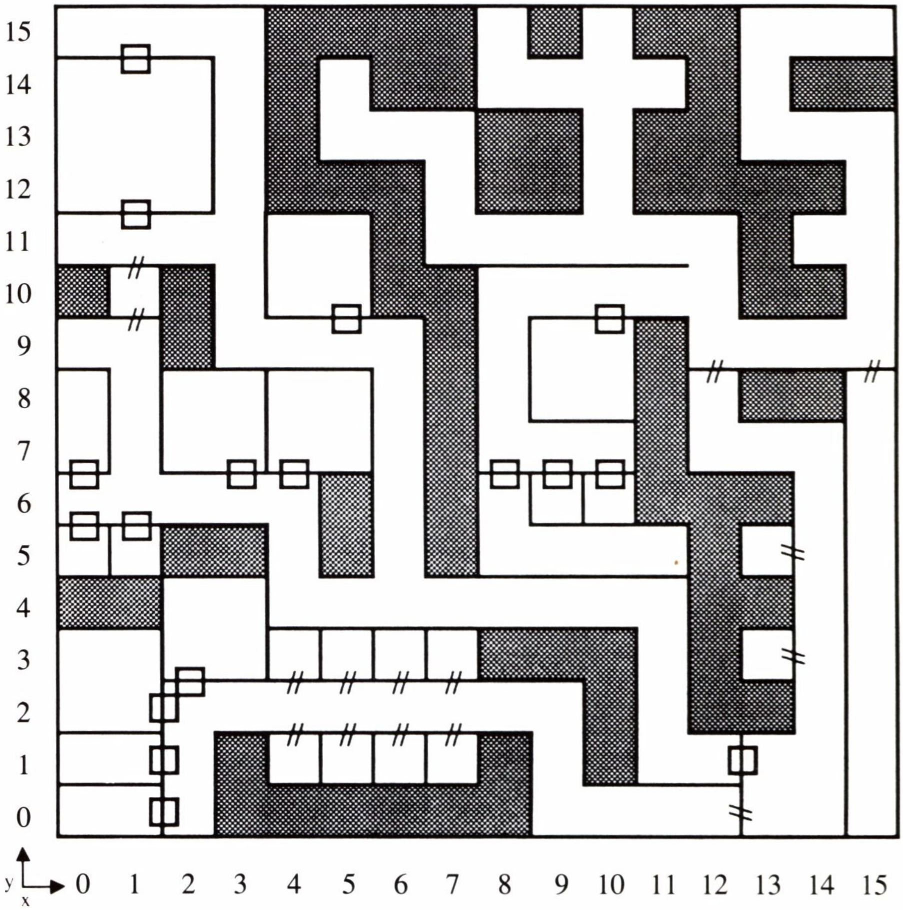
Ah Erliquin! Truely a magical town. And lucky for your party, a wealthy one too! The town treasure is surely generous. Use caution if you intend to hoard. Town guards are known for their stern disciplinary actions. Your delivery is appreciated. Expect further instructions divulged.

# Natural Caverns

Nine natural caverns await you. Caverns, as the name suggests, are underground chambers. They are ideal for adventure and gathering information. Tho a bit more dangerous than towns, they are viewed fairly safe on the whole. Travel from cavern-to-cavern may be done via the shimmering blue and white portals. Thus eliminating the need to travel outdoors. Journeying the caverns reveals that which appears usual, and of course, the unusual. Levitation skills save you from much peril. Statistics are relative. Your party will long for more challenging caverns as you gain in experience. Discover easy the usual. Hunt aggressively for the unusual.



# Cavern under Sorpigal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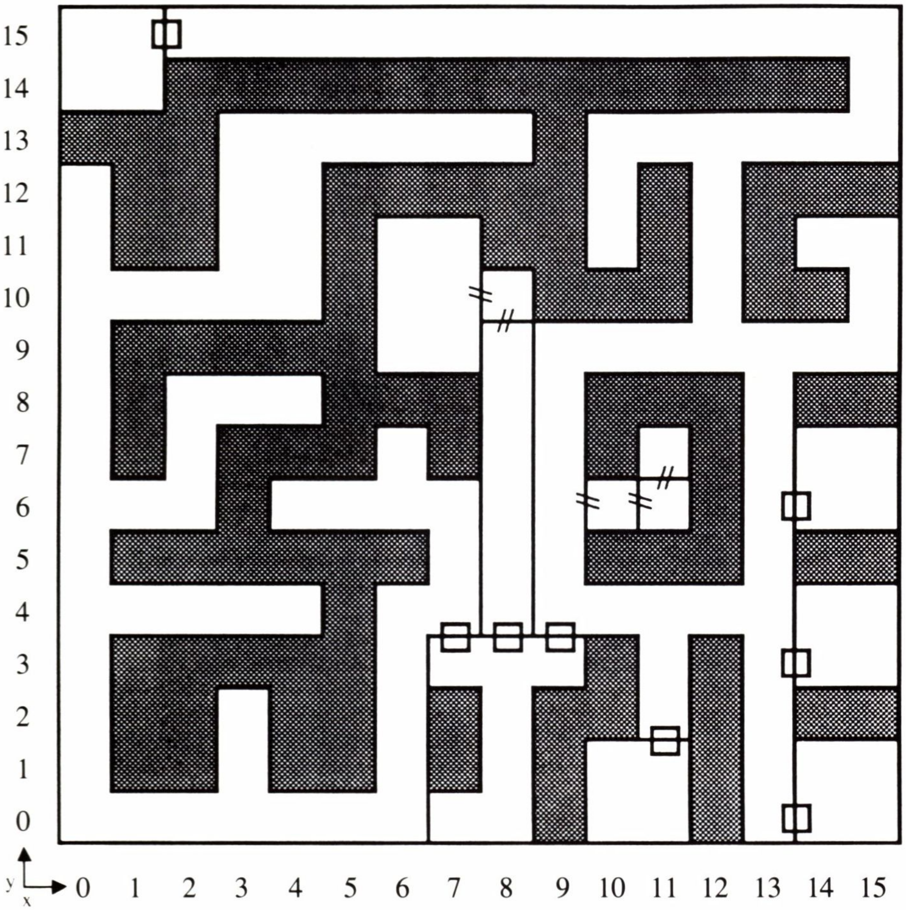
It is here a man in robes grants you your first quest. This chamber is ventured generally by those with lesser experience. Encounters here are relatively safe. The Arena will serve as good proving grounds for your skills, but rewards appear trite.

# Cavern in the Northern Barrier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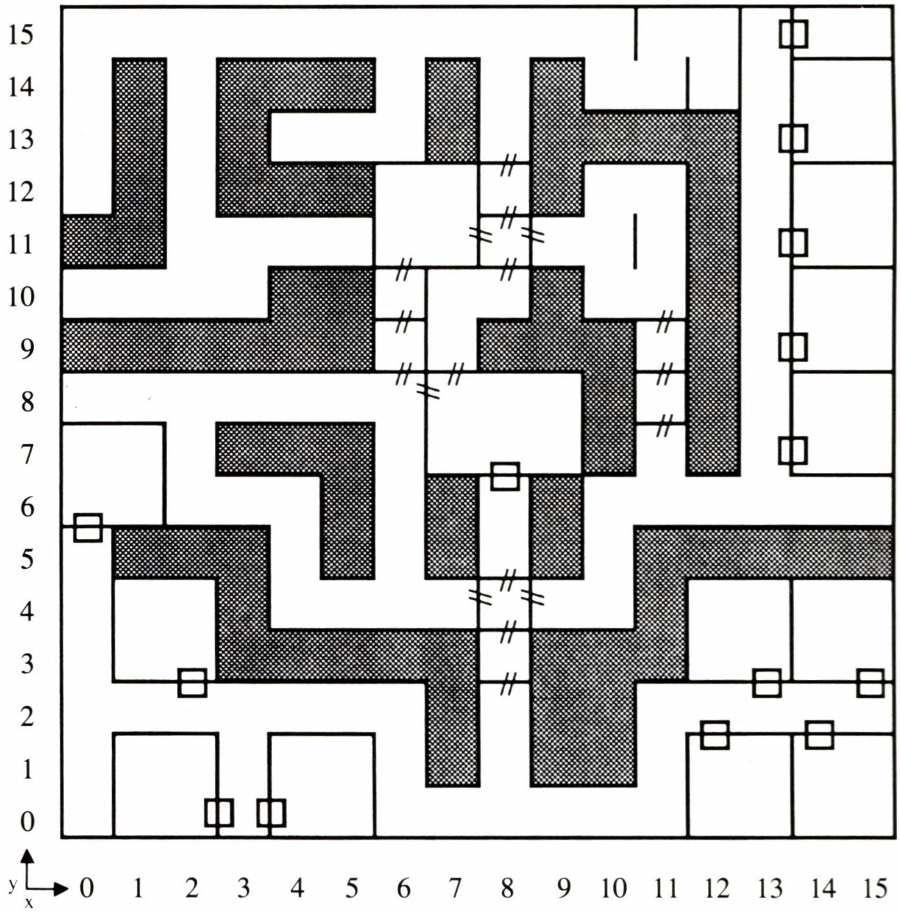
Learn the value of your jump spell. Search the button that turns the slide off, as continual acid pool bathing seems unwise. While in this chamber, battle the thirteen specific encounters to their entirety and you'll obtain the bronze key. Take heed of the Banner's warning.

# Cavern under Portsmith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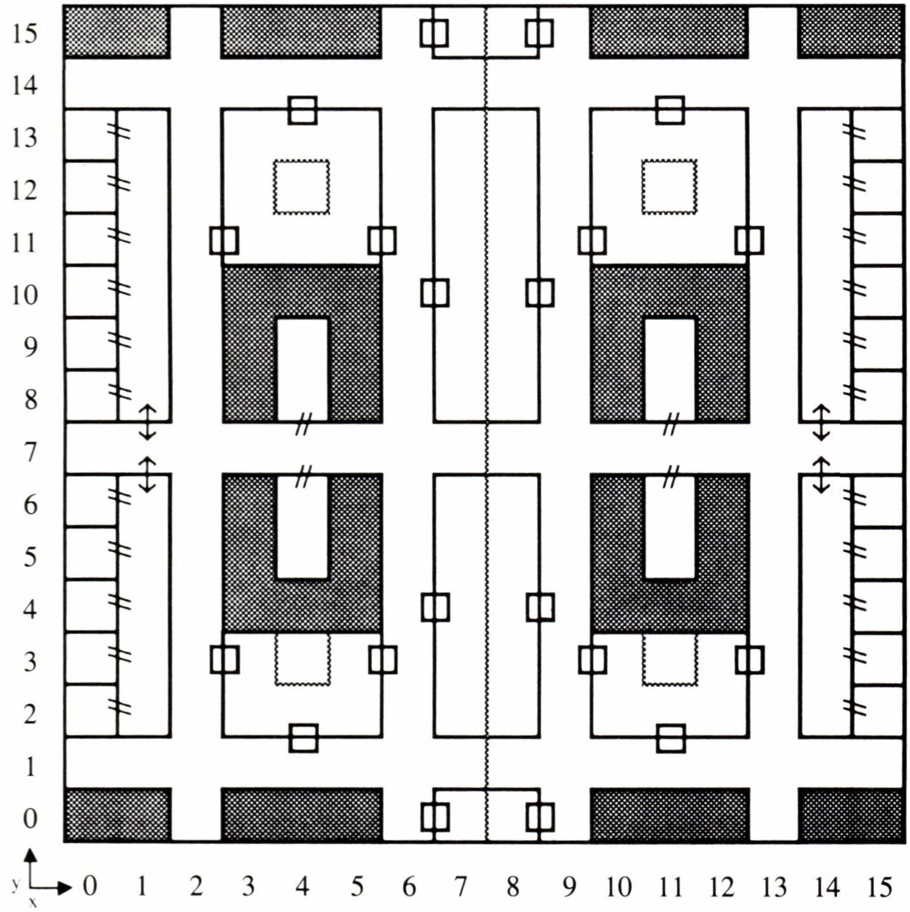
This is a popular place, for here lies the Pool of Reversal. Beware, for there are other pools here as well. This chamber is full of demons, orcs, goblins and such. Disturbing them may bring your death. With the appropriate key, you'll open the door.

# Cavern under Erliquin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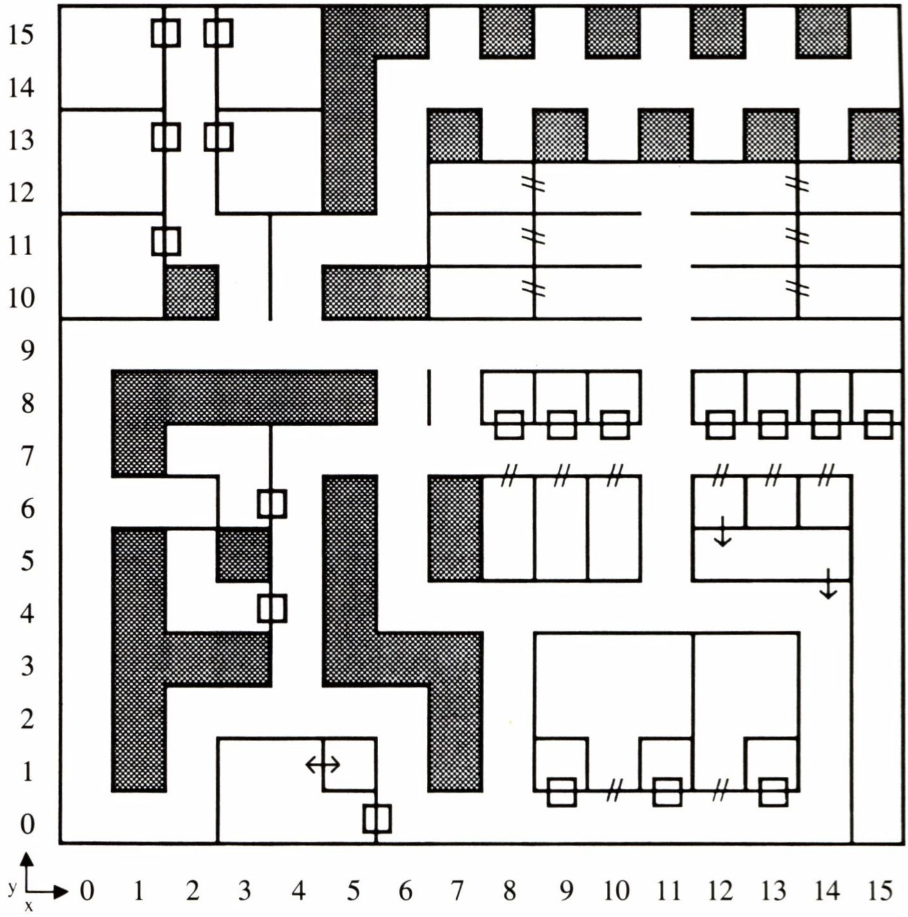
This chamber gives a mirror-like illusion. Be guided by careful mapping and location skills. In the cavern below Dusk, Corak gave clues. There sits the access code and message now required. Treasure you will reap, but none before deactivation. Passage leads to the Quivering Forest.

# Cavern under Dusk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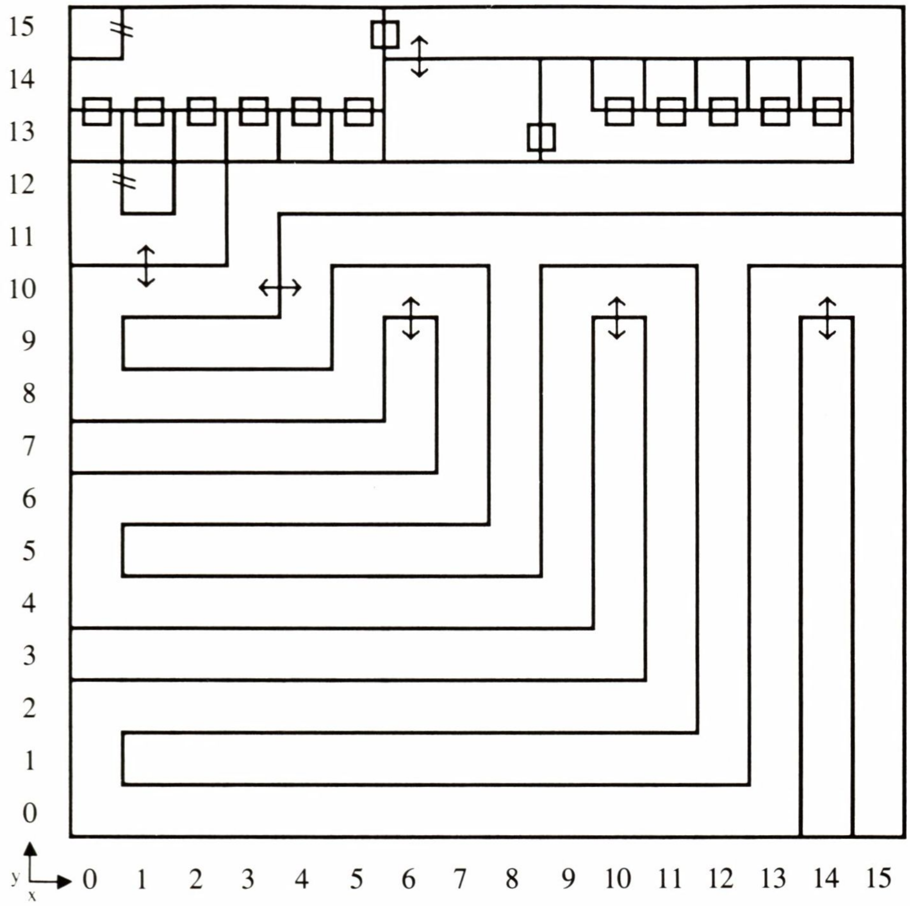
This chamber appears most difficult. Passages and portals abound. Protection spells save you. Take drink from the Prism of Precision and the Flame of Agility. Visit the Shrine of Okzar, his rewards prove magical. Traps are plentiful. Take note of the etched message.

# Cavern in the Korin Bluffs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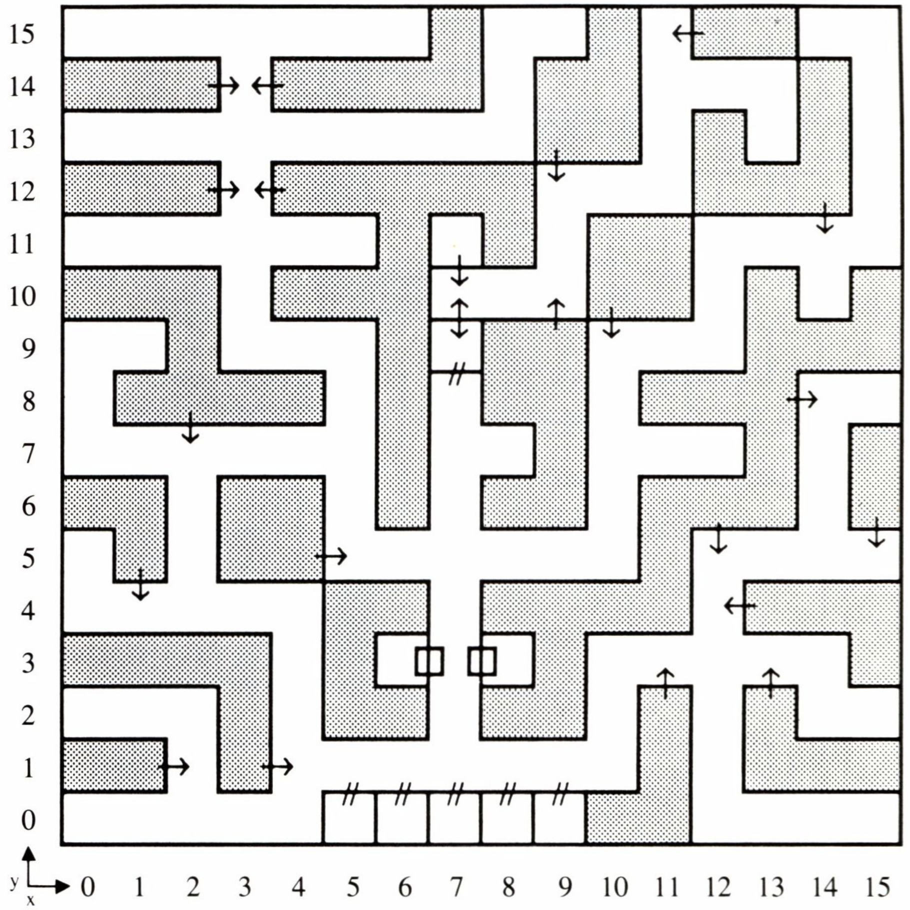
Wizard Ranalou describes your quest. Portal transport remains simple and bountiful. Levitation and jump skills save you. Don't hesitate to jump more than once. The presence of creatures and aliens are felt, yet not often seen. Power you seek? Find the wondrous Thundranium.

# Cavern in the Volcanic Isles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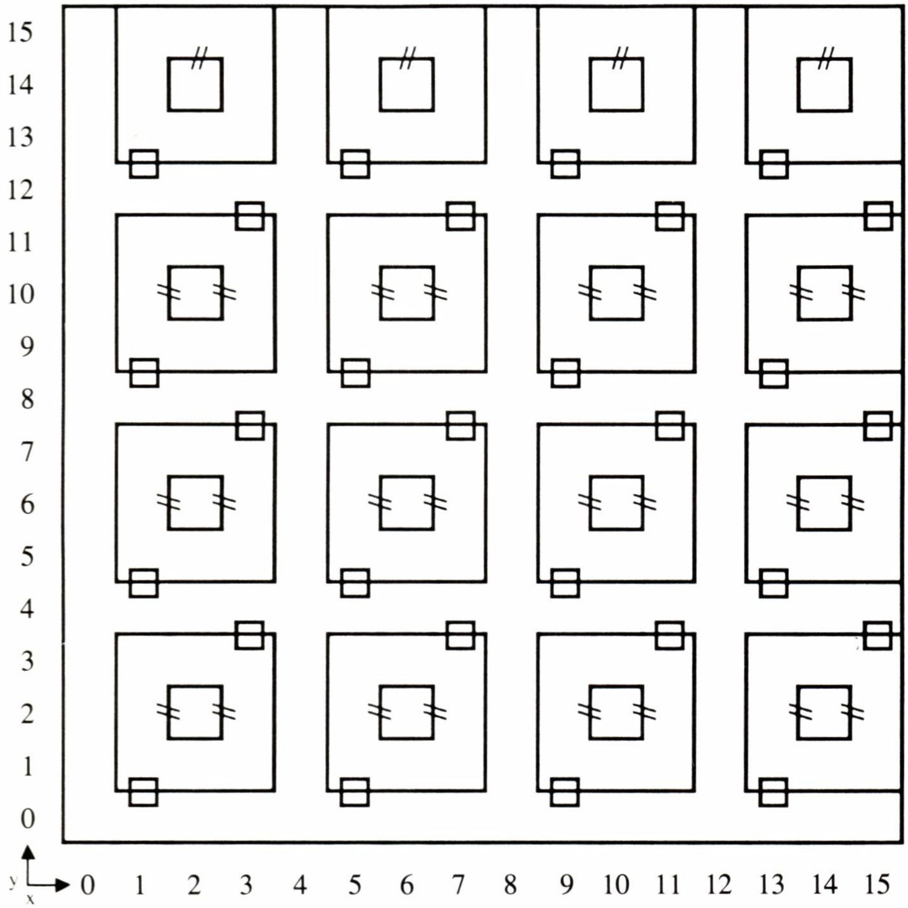
Sweetly kiss the one known as Virgin. On meeting the Volcano God, answer his riddle. For it is he who holds your key card. A Statue from Sorpigal gives part of your clue. This key furthers your quests to the Secret of the Inner Sanctum. A clue other than color is found. Teleport you'll find random until dials are set.

# Cavern in the Hawkseye Hills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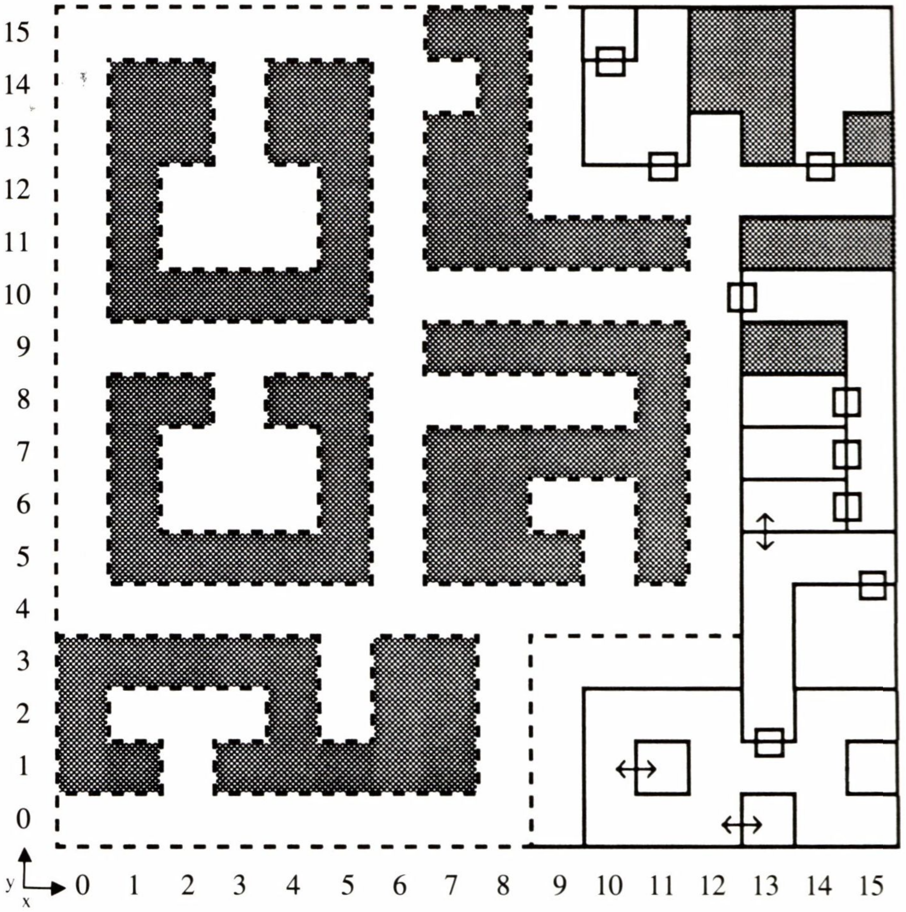
This chamber is known as the Cave of Square Magic. The solution you'll find mystifyingly mathemagical. Your sum equals 34 in all directions. Take note the solution is classic and 10 plus are preset. Then, and only then, pull its lever.

# Cavern North of White Wolf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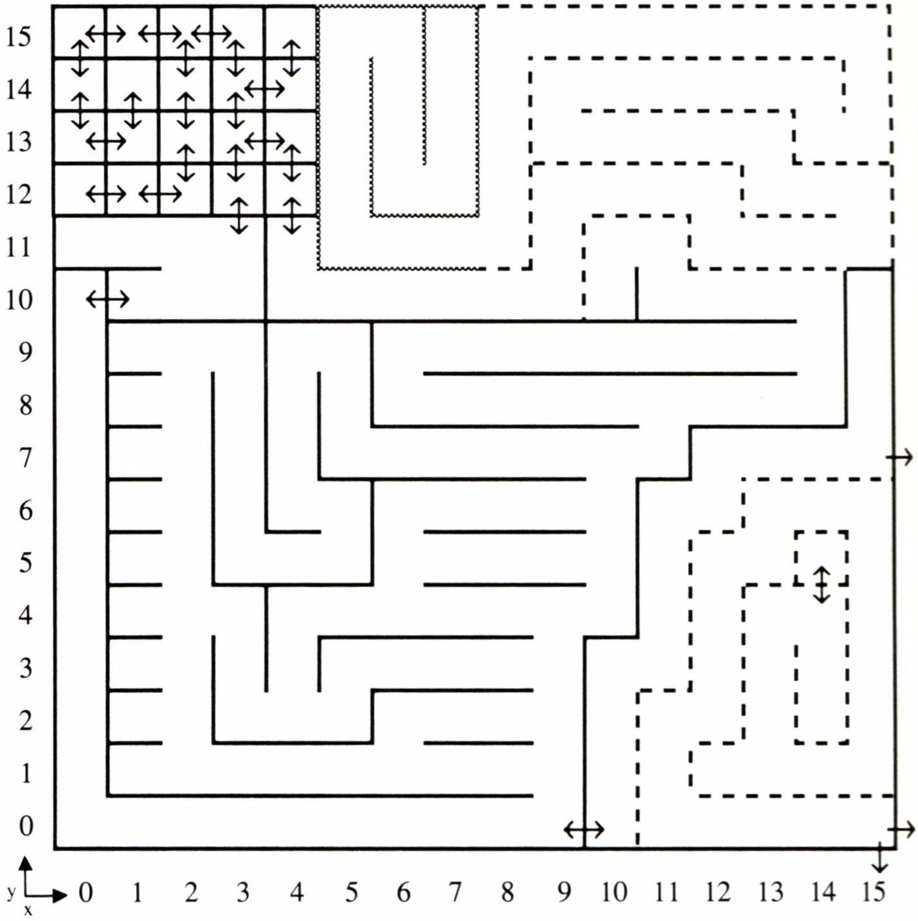
Save for Dusk, this will be near toughest. Dungeon walls invade this chamber. You'll see dragon types and poison spikes. Note the message you find. The unfortunate adventurers before you still remain. Tho now you'll see them statue-like and shattered. Find the head of your search, as this encounter turns them to stone.

# Outdoor Regions

While on your journey you're free to travel all 20 geographic regions. From the onset these regions appear near identical. It is later you observe the distinct. The farther you travel from the center of the Land of Varn, the more dangerous your journey becomes. Thus the four corners clearly become most treacherous. The same holds true for inner depths. When moving from place-to-place fly spells prove more advantageous than merely strolling about. Look for secret passage, as it aids in safe travel. Read all signs. Study your spells, many now work. Climates are indigenous. Perhaps it best to keep the Map of the Land of Varn close at hand. The desert is hot, draining and full of whirlwinds. Travel here is impossible without the exiled Lord's map and plenty of culinary goods. Keep measure of statistics. The sea is wild and wooley with tidal waves. It too is full of wet and wicked creatures unknown to you. Forest regions are dense and filled with encounters. Watch for crumbling mountains and avalances. It's suspected that many a parties have made each and every one of these regions their final resting place. These appear to be near identical. Observe further the distinct.

# Region A-1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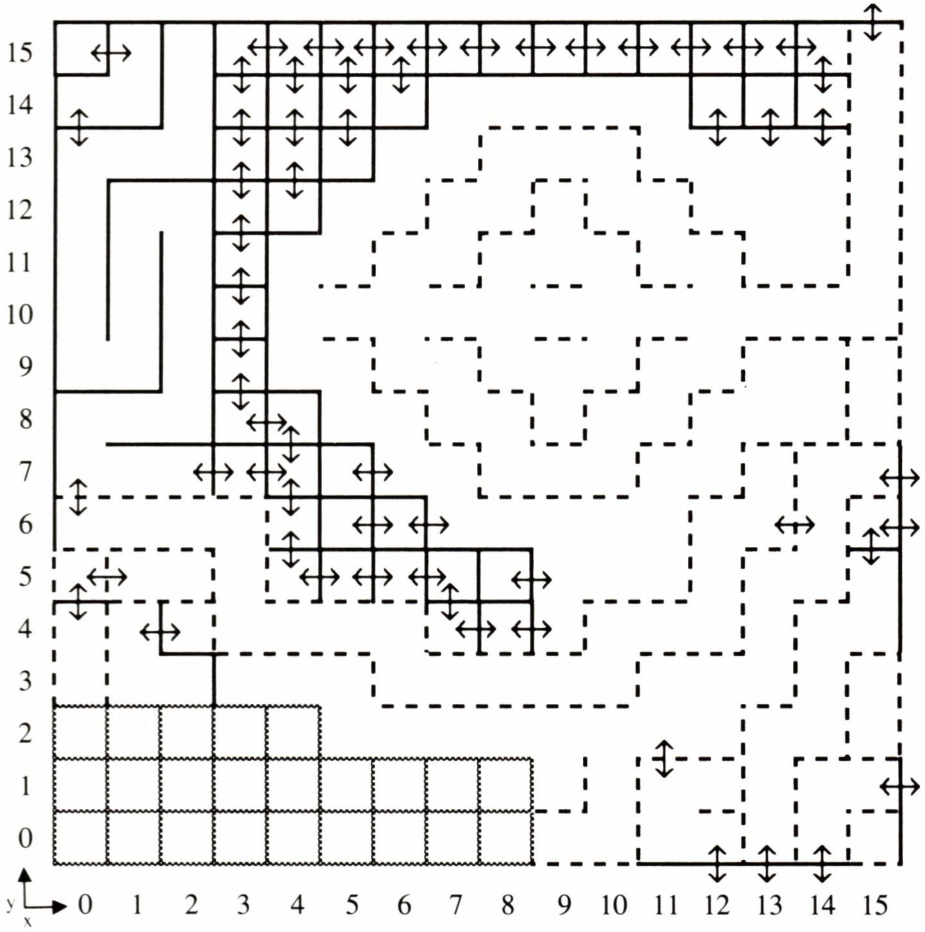
**KEY:** ——— **Dense Trees** - - - - **Glacier** ~~~~~ **Mountains**

This is the first of four corners. Consider yourself warned! You'll find why the Forest is called Dark. The One by Land, known as Dark Rider, roams the underbrush. Quench your thirst in the pool of health. Tho difficult — travel on foot unravels the concealed.

# Region A-2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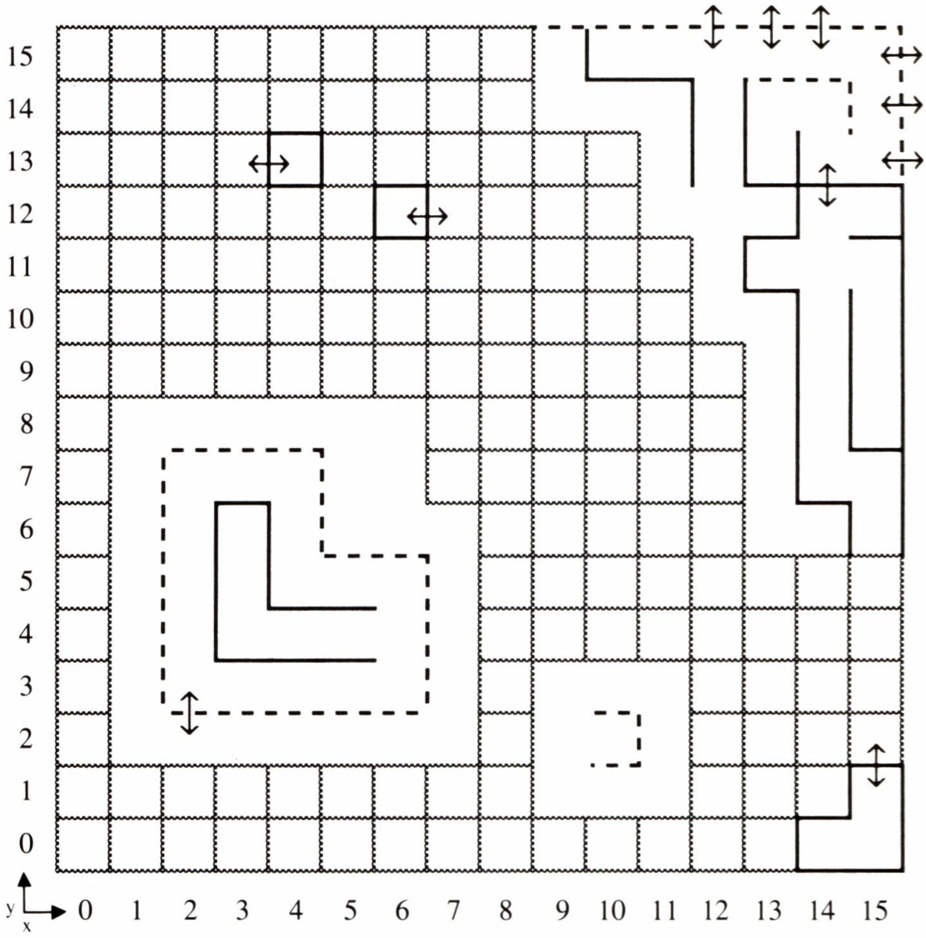
**KEY:** ——— **Dense Trees** - - - - **Mountains** 〰〰 **Water**

The Valley of Fire appears steamy, while the Lava Beasts hunger. Fire Spells save you. The waters are rich. Look for the Druid, her treasures are regal. A battle with the Red Dragons appears tooth and nail.

# Region A-3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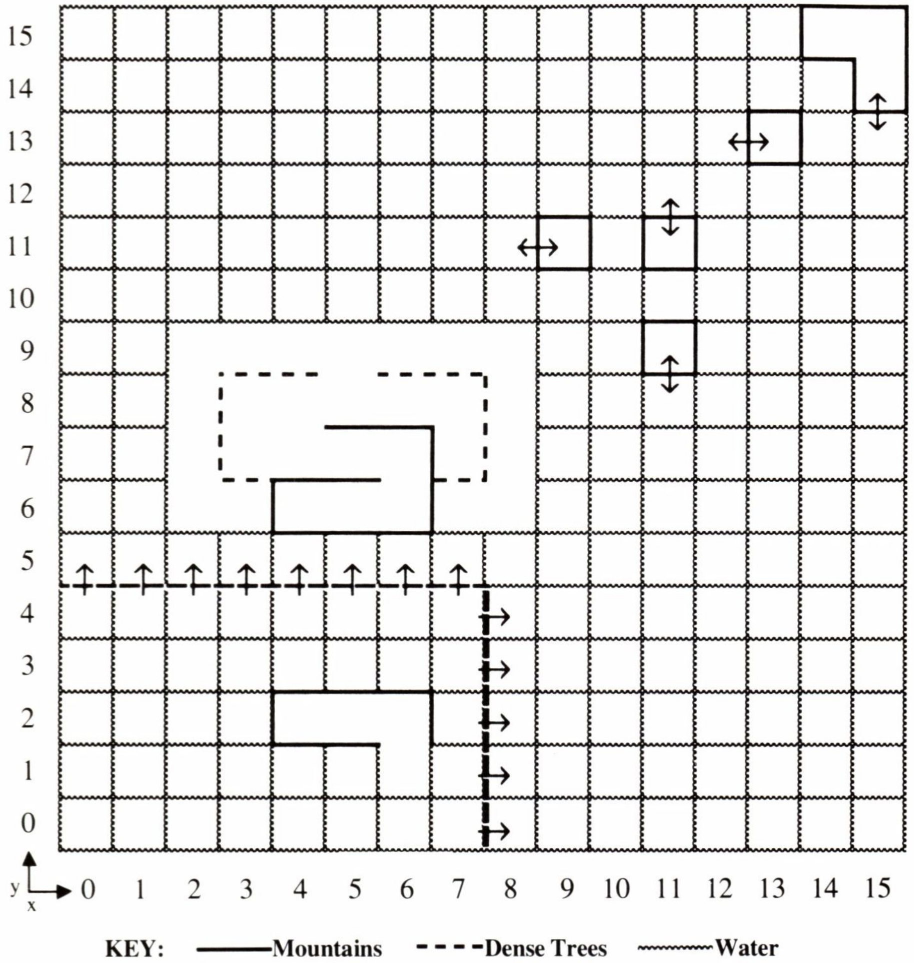
**KEY:** ——Mountains - - - -Dense Trees ～～Water

Find here the One by Water. His roam roughens and rocks the sea. A past conquest with one of the four proves you have skill. Here at Luck Island that soon becomes your reward.

# Region A-4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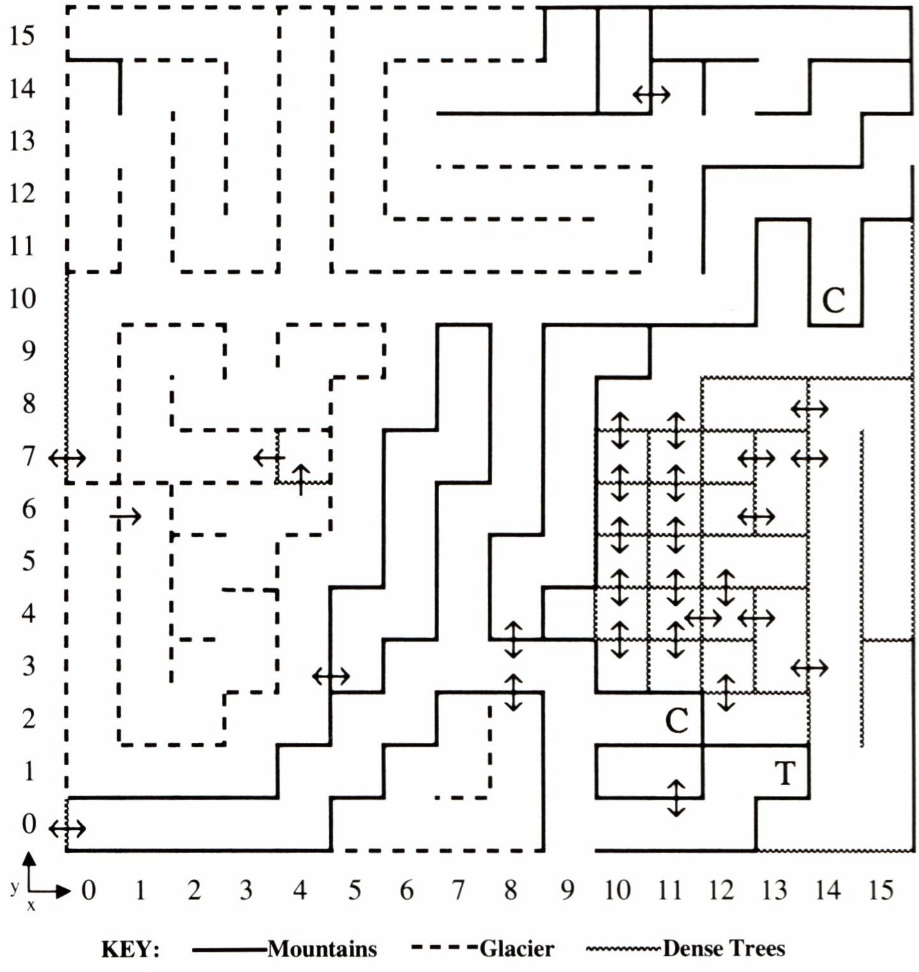
KEY: Mountains Dense Trees Water

Again this is one of the corners, tho calm it appears on your map. Luck will be tempted, yet one in three reaps the reward. When you cross the bridge, a word to the wise, remember your color. This key is of deep pink color.

# Region B-1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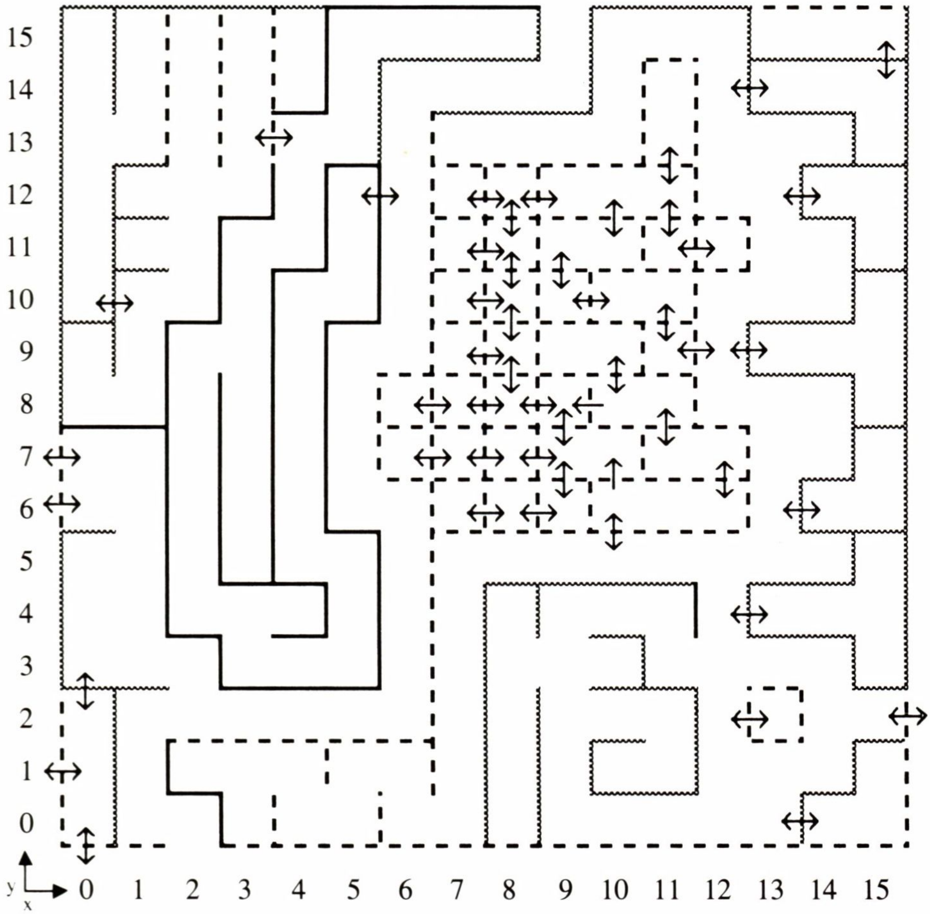
KEY: Mountains Glacier Dense Trees

The Ancient Glacier's coldness is biting. Watch for avalances. Here waits two castles, caves, a town and the Mountains of Despair. The Quivering Forest provides a shooting experience. After many traps, you'll find the key of grayish white.

Those who've mastered their destiny can further their good fortune! It is here you'll find the Gates to Another World. Till this book is read, that book shall remain unopened.

# Region B-2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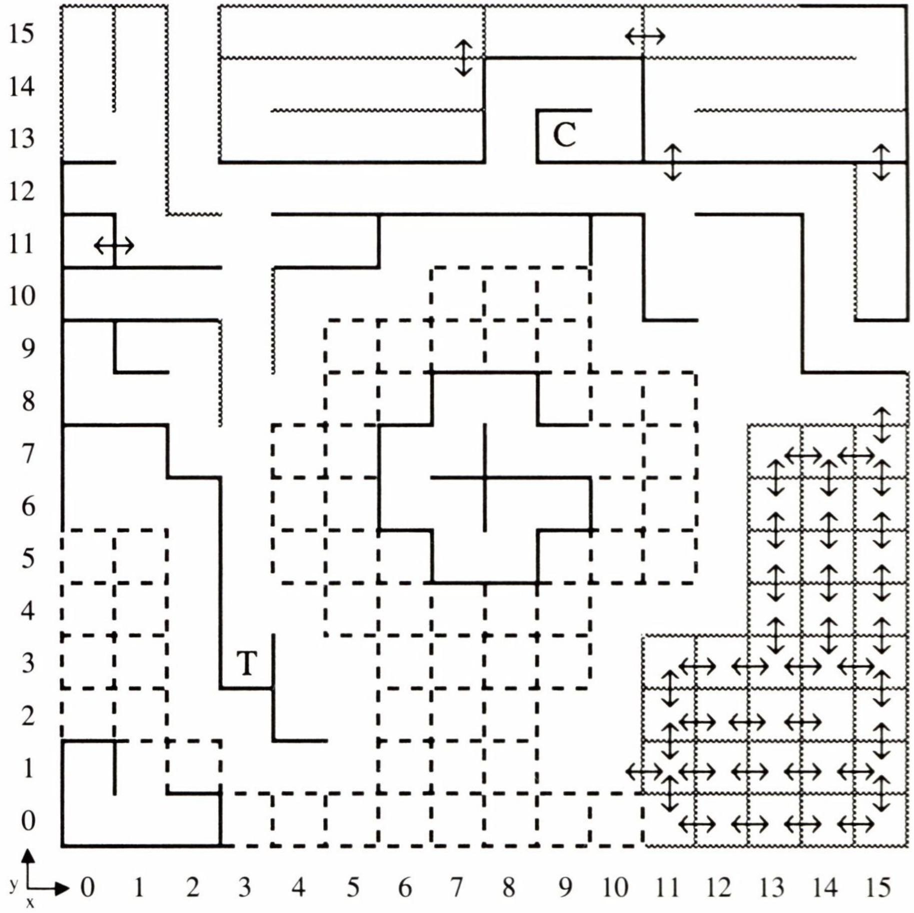
**KEY:** ——— **Glacier** - - - - **Dense Trees** ~~~~~ **Mountains**

Find secret passage thru New Glacier. The one who calls herself Ice holds your keys. First diamond, and the second brings bronze. She's cold to the touch, but warm with emotion. What's a few battles, when the treasure's abundant? There's a dungeon and cave. The cave has been known to have powers of stone.

# Region B-3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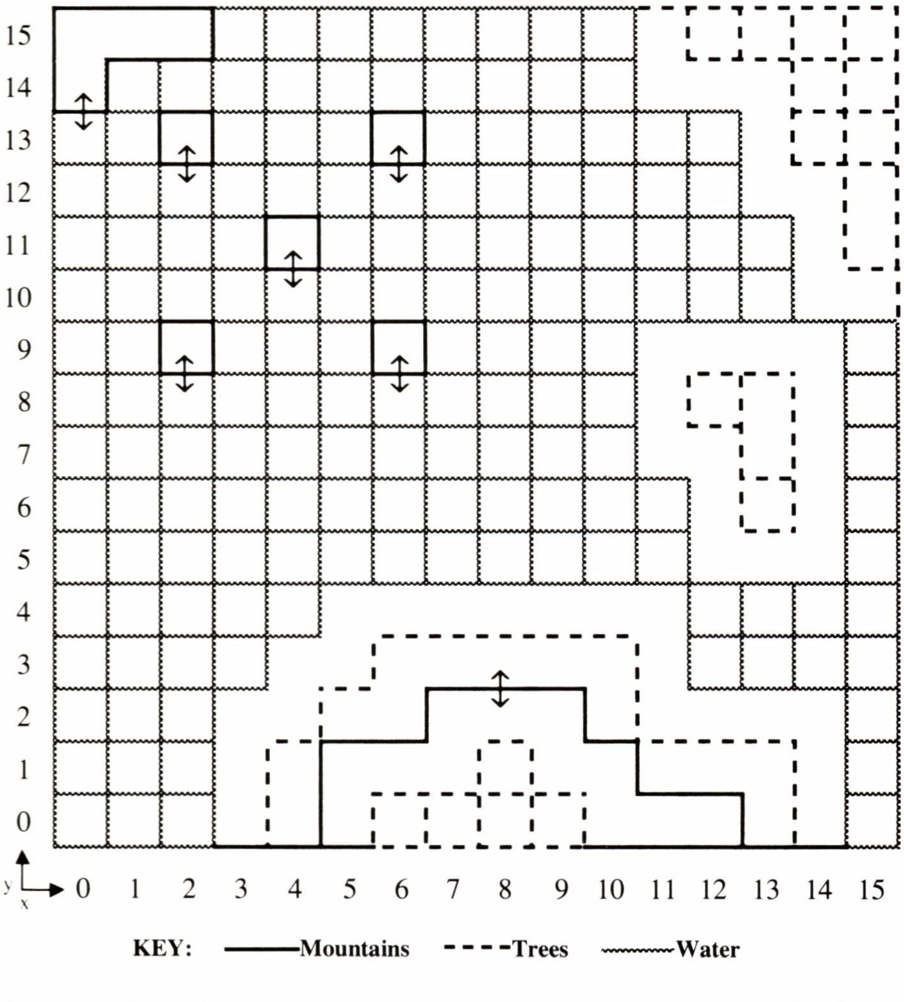
**KEY:** ———**Mountains** - - - -**Water** ~~~~ **Dense Trees**

You'll find safety in Portsmith knowing the contrary. Signs lead to Blithes Peak, while waters fill with demons. The Wizard Ranalou waits for you in its cavern. When it comes to the dungeon, a successful courier need blow the whistle.

# Region B-4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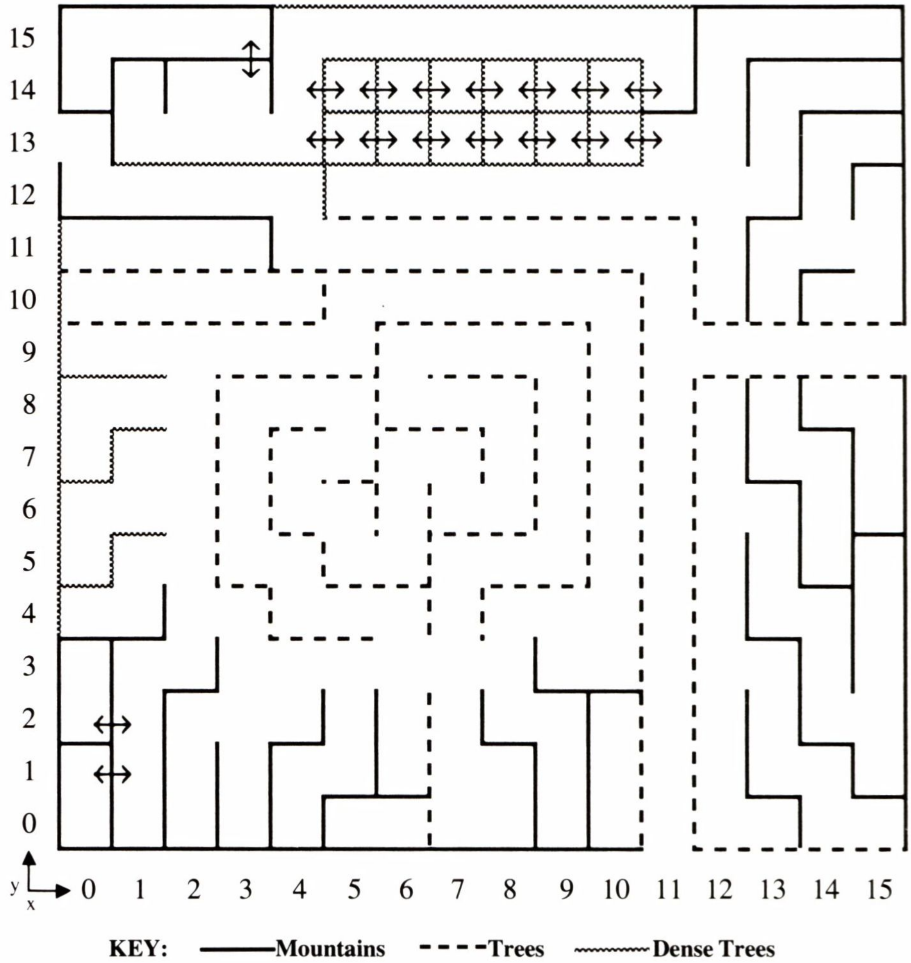
KEY: Mountains
Trees
Water

These waters have taken many and their remains give you wealth. It's rumored there's an uncharted Isle. Worth a search if you're low on gems. Tho they don't grow on trees, you're sure to find plenty.

# Region C-1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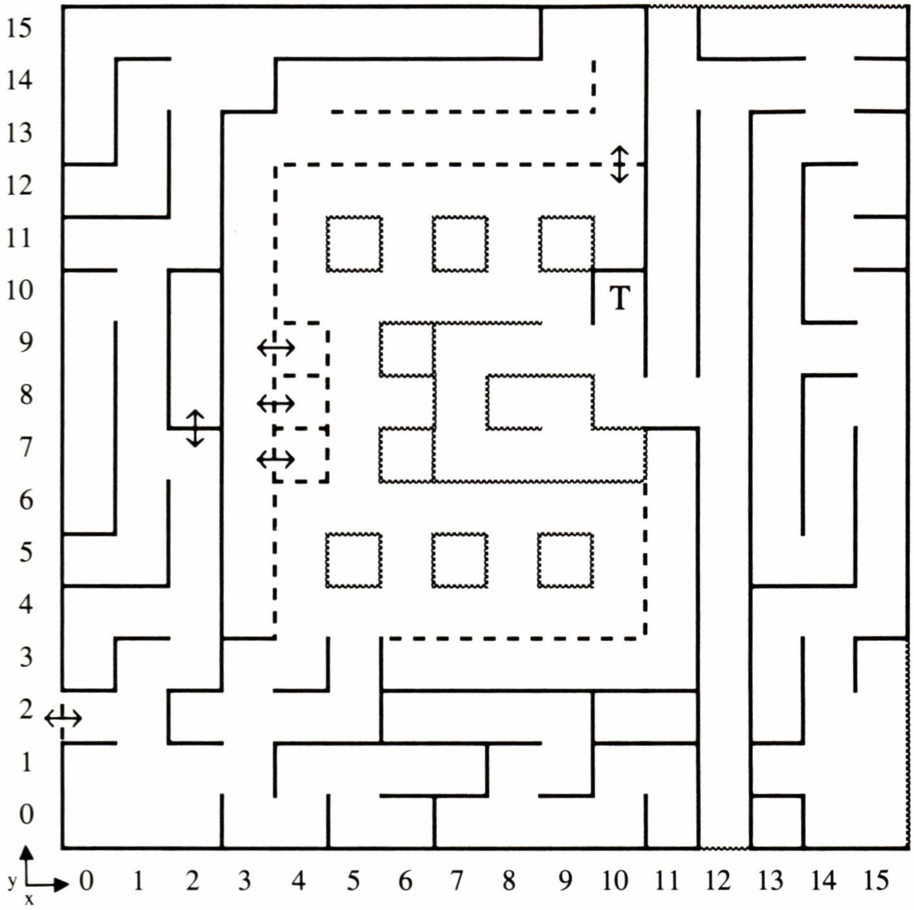
KEY:
Mountains
Trees
Dense Trees

Roads and posting lead you to the Ancient Way. Most find drink from the fountain refreshing. If you seek to enter castles, stumble on the abandoned merchant wagons. You'll find your pass. The treasure chest holds an enchanting whistle.

# Region C-2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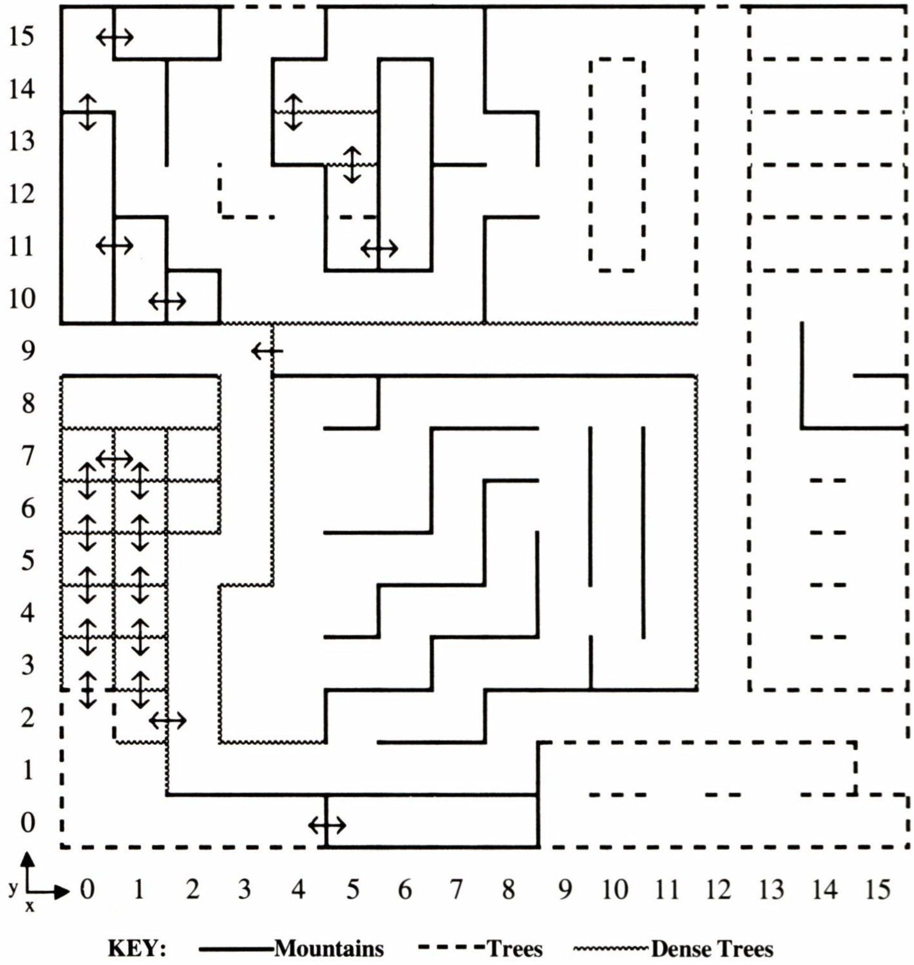
**KEY:** —— **Mountains** - - - - **Dense Trees** ~~~~ **Trees**

It's here you find the quaint town of Sorpigal. Pleasant Valley too is nice for those beginning in travel. The gypsy gives you color, be sure to take note. You'll need levitation skills. Enjoy the fountain's drink. Use your magic to contend with the statues. Their destruction need not be justified.

# Region C-3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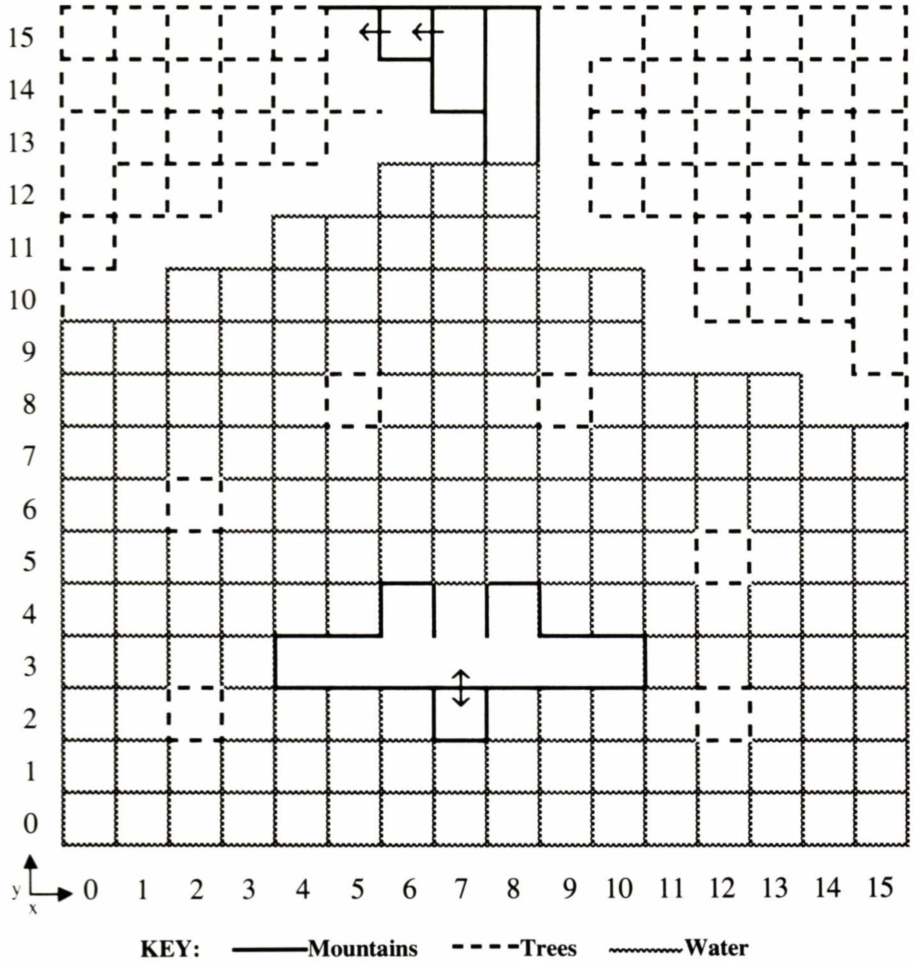
KEY:
Mountains
Trees
Dense Trees

Wyvern Peaks is, at best, difficult. But we promise eyes will be aglow of your glory. The exiled Lord helps with your quest and navigates your travel. You'll not find your clue in color. See the Hermit if traveling light.

# Region C-4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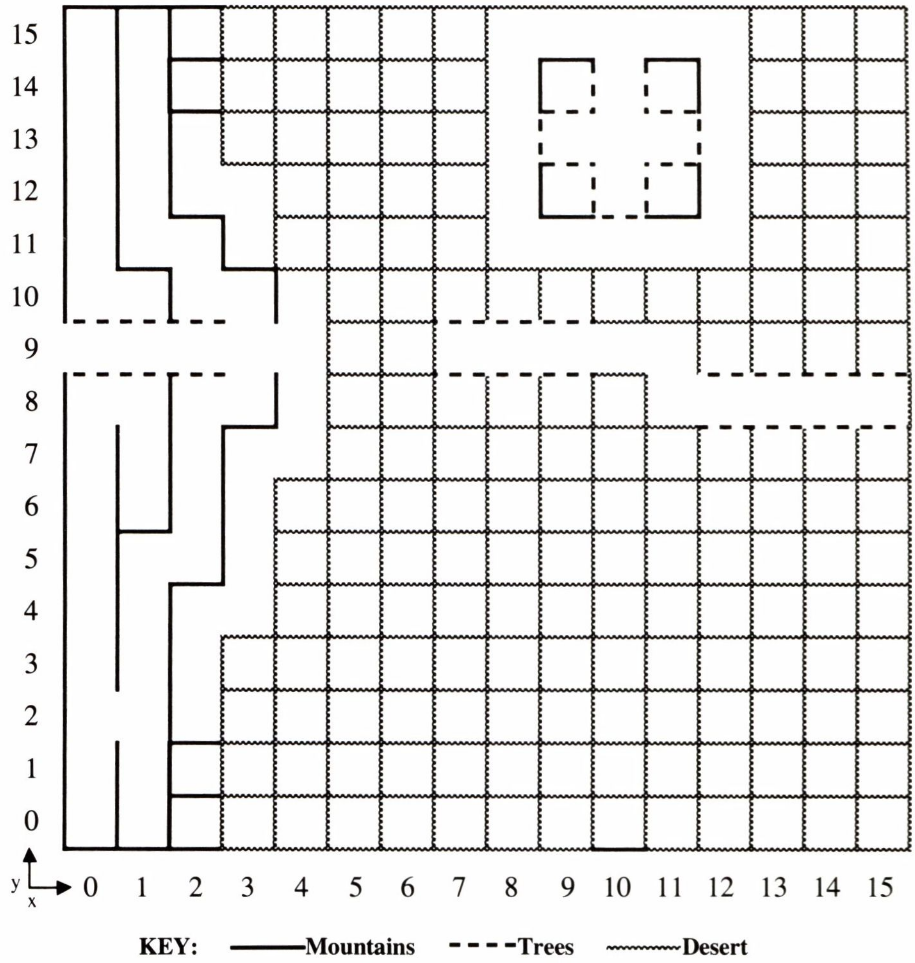
KEY: Mountains
Trees
Water

With the of key of pinkish color, cave passage is gained. Sounds supplied by whistles of the Enchanted Forest and echos of the Weeping Woods. Volcanoes erupt. The dungeon is tricky, but its center is force. Search shipwrecks and be warned the natives are restless. And worse, they're magic proof!

# Region D-1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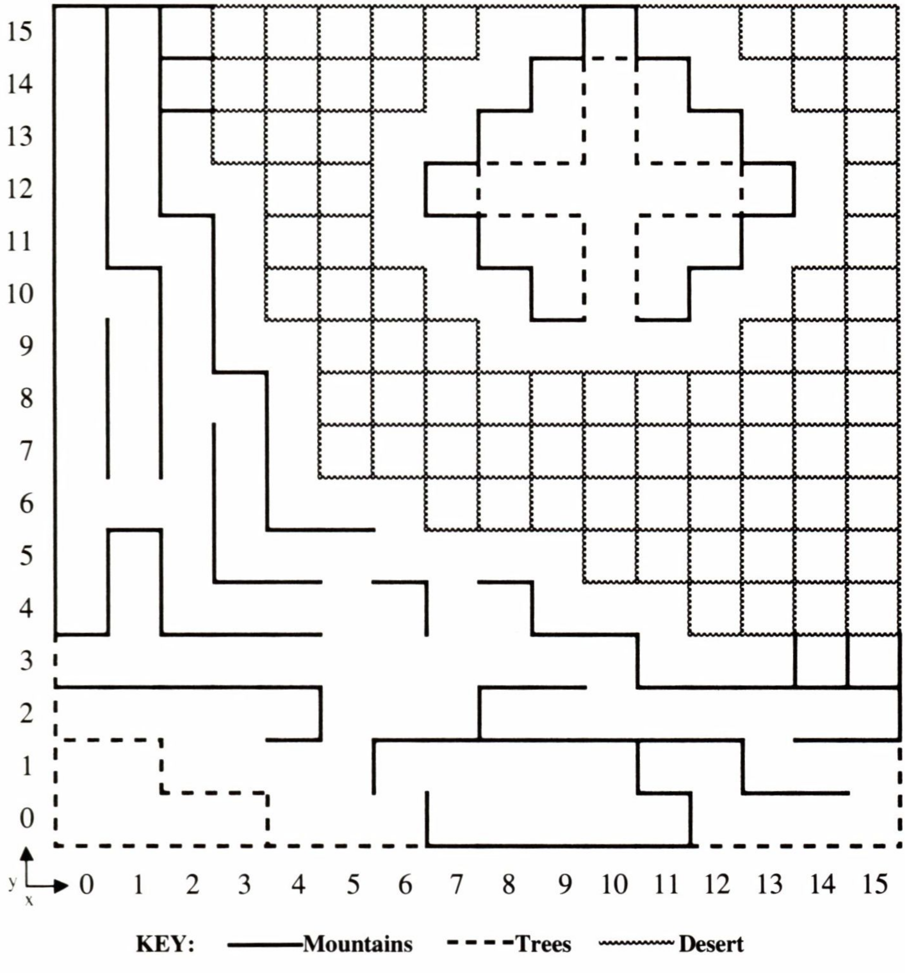
KEY:
Mountains
Trees
Desert

This region is not to be attempted without proper navigation tools. Here Lord Kilburn's location is evidenced. Roaming openly, you'll find the One by Sand. Trade freely, as cactus nectar quenches your insatiable thirst from the Invading Desert.

# Region D-2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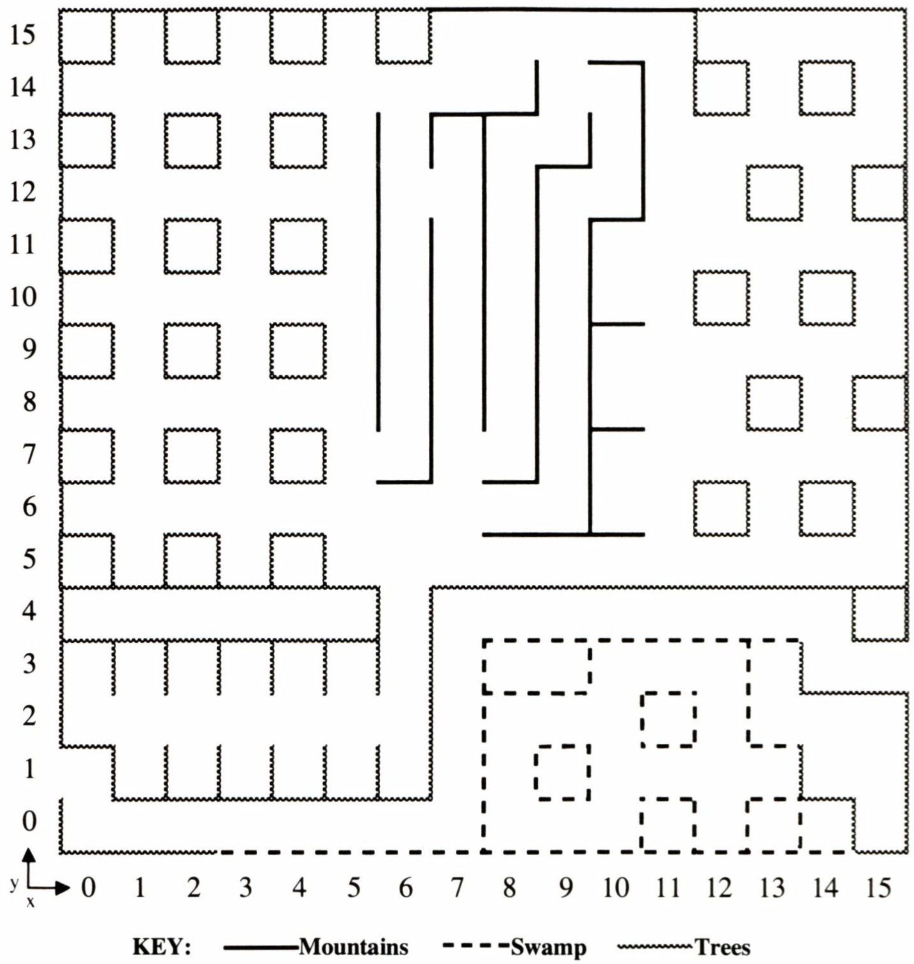
KEY: Mountains Trees Desert

Encounters in the Northern Barrier are deadly. Yet once over its wall you'll be rid of all curses and evil. Even your alignment will be restored, thanks to the Clerics of the North, East, and West. The pool of wisdom grants to those who are worthy. First is free, none more without a fix on the ones of the South.

# Region D-3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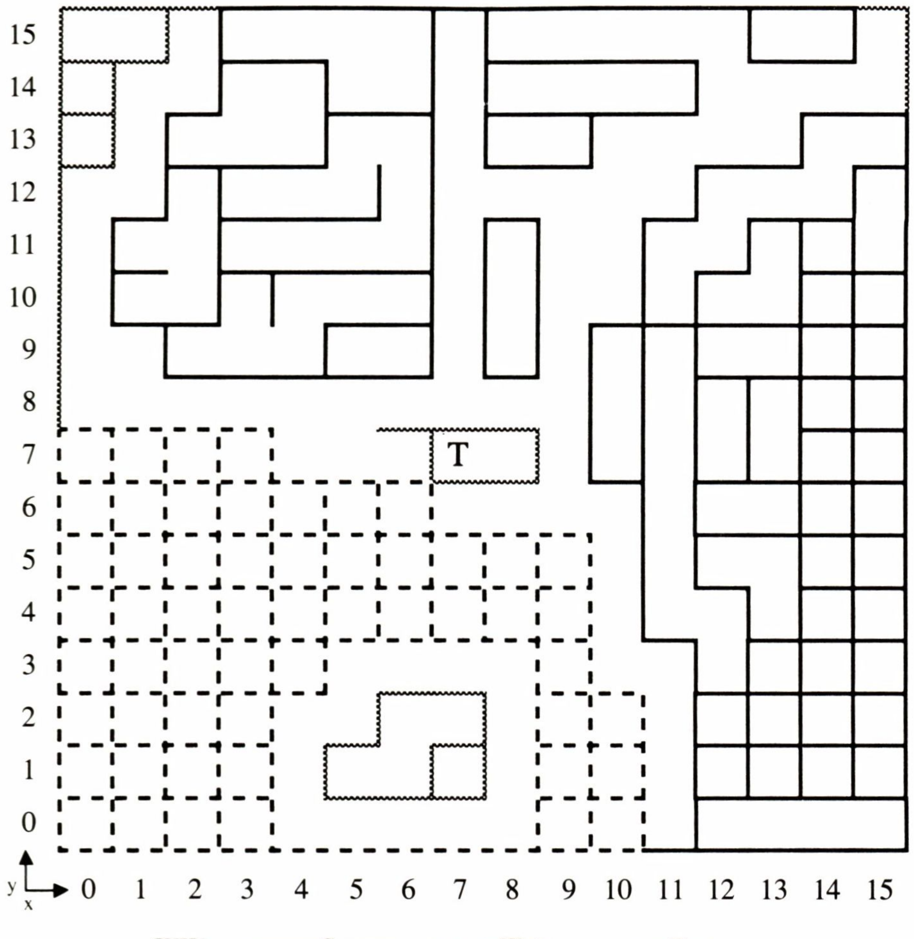
KEY: Mountains Swamp Trees

This region is full with adventure. Climb all trees in Guire Grove and pick your pleasure. Tho difficult and full of chance, the rewards are rich. Find entrance to the cave of Square Magic. Watch and be warned of the soft wet soil of Pead Marsh.

# Region D-4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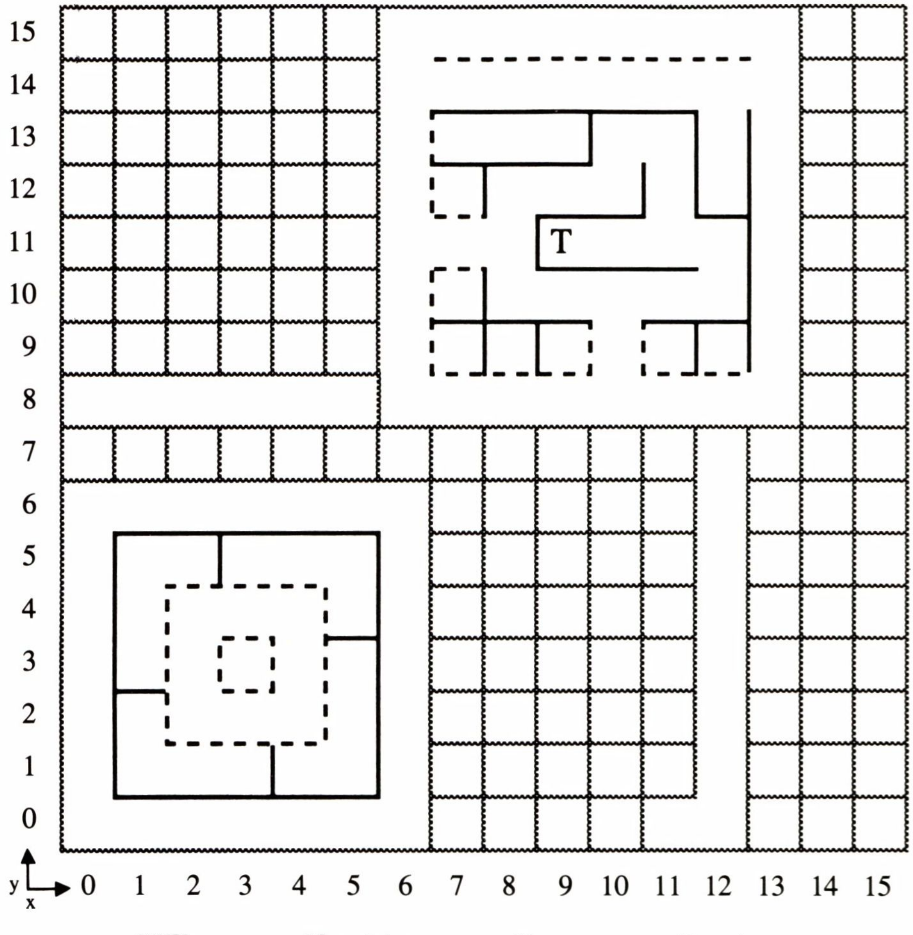
**KEY:** ——— **Swamp** - - - - **Water** 〰〰 **Trees**

Here roams the One by Air. The Marshes are full of ''undeads''. You'll find passage thru the Swamp of the Dead exhilarating, yet non-negotiable as well. Here too Algary sits. Your colorless clues add up in the Isle of Og. It is here, thru doom you learn more of the great truths of the Secret of the Inner Sanctum.

# Region E-1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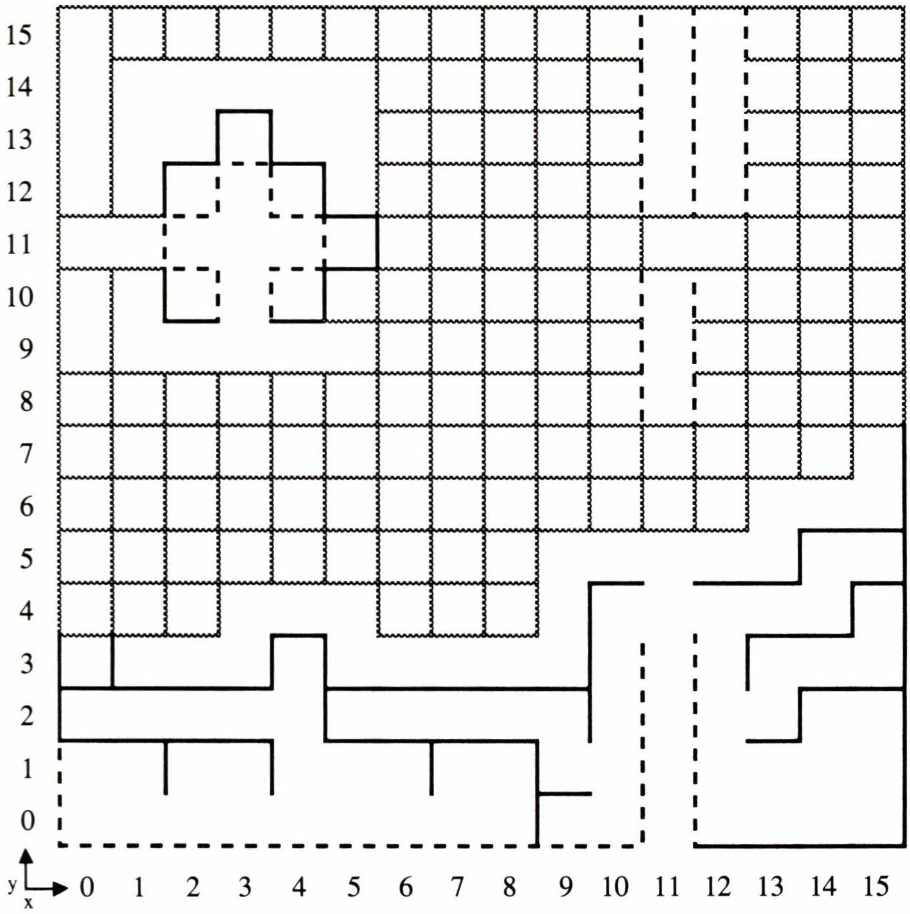
**KEY:** ———**Mountains** - - - -**Trees** ~~~~~**Desert**

In this corner, here lies the Valley that Time Forgot. And in that time this region grew powerful beyond belief. Be sure to turn the Hourglass that passes the Sands of Time. Find passage to Dusk and the ruins of Dragadune. Note these ruins are worth exploration. One of your quests need pass judgement here.

# Region E-2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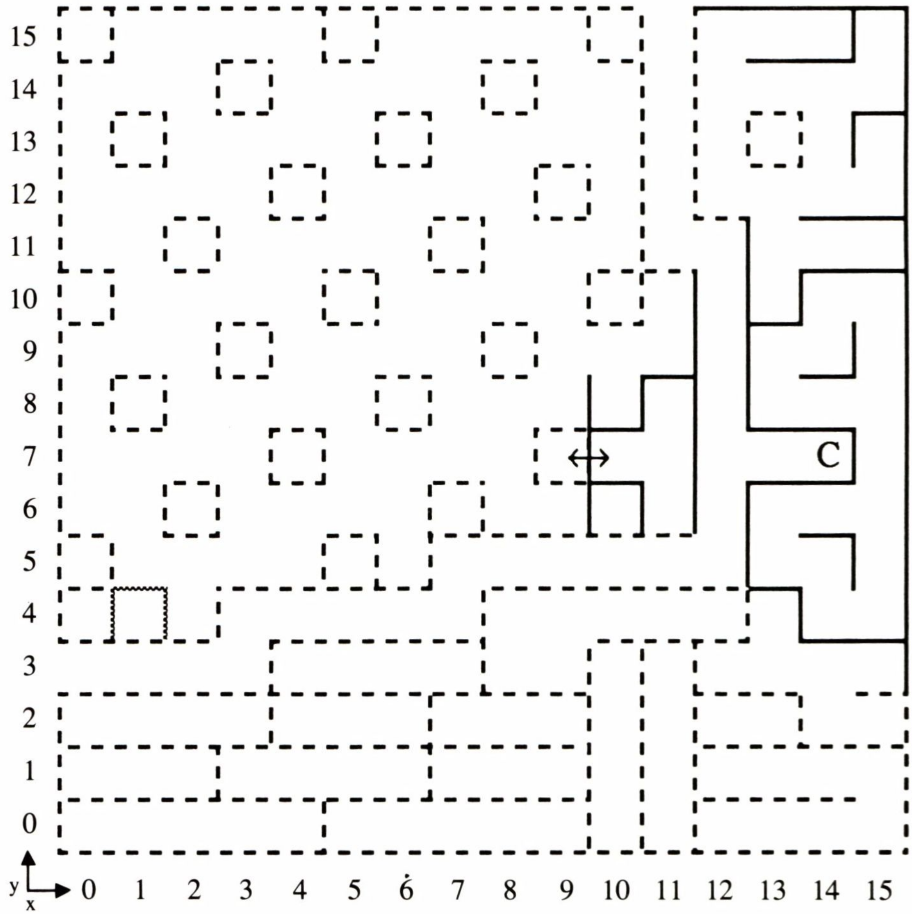
**KEY:** ——— **Mountains** - - - - **Trees** ~~~~~ **Desert**

It's a safe bet that encounters and random teleport at the Eastern Barrier range from odds of 1 to 3. Aliens now inhabit this region. Intellects increased by their strange alien devise. Learn of an escaped prisoner and his new identity.

# Region E-3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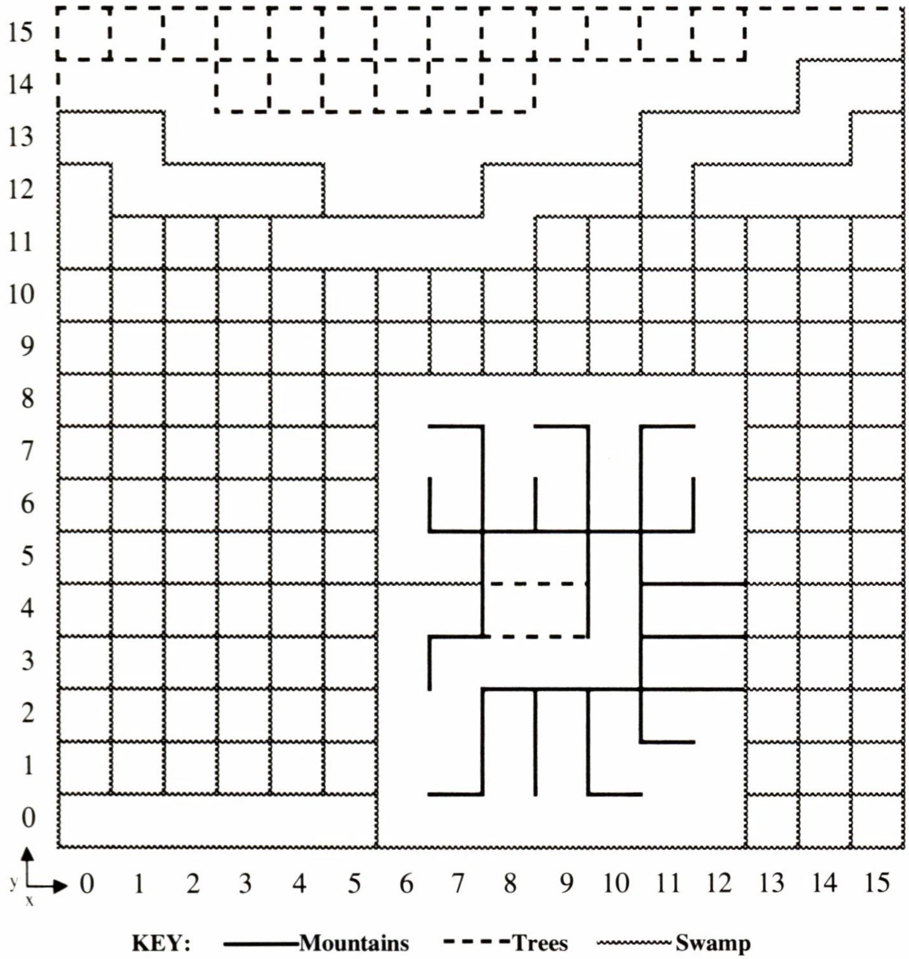
**KEY:** ——— **Mountains** - - - - **Trees** 〰〰 **Glacier**

This region holds the Kings Orchard, which has known more fruitful times. Find here Castle Alamar, in need of great repair. The key of the cold emotional princess does you well. Note all clues, as distant harps soothe the lion's roar.

# Region E-4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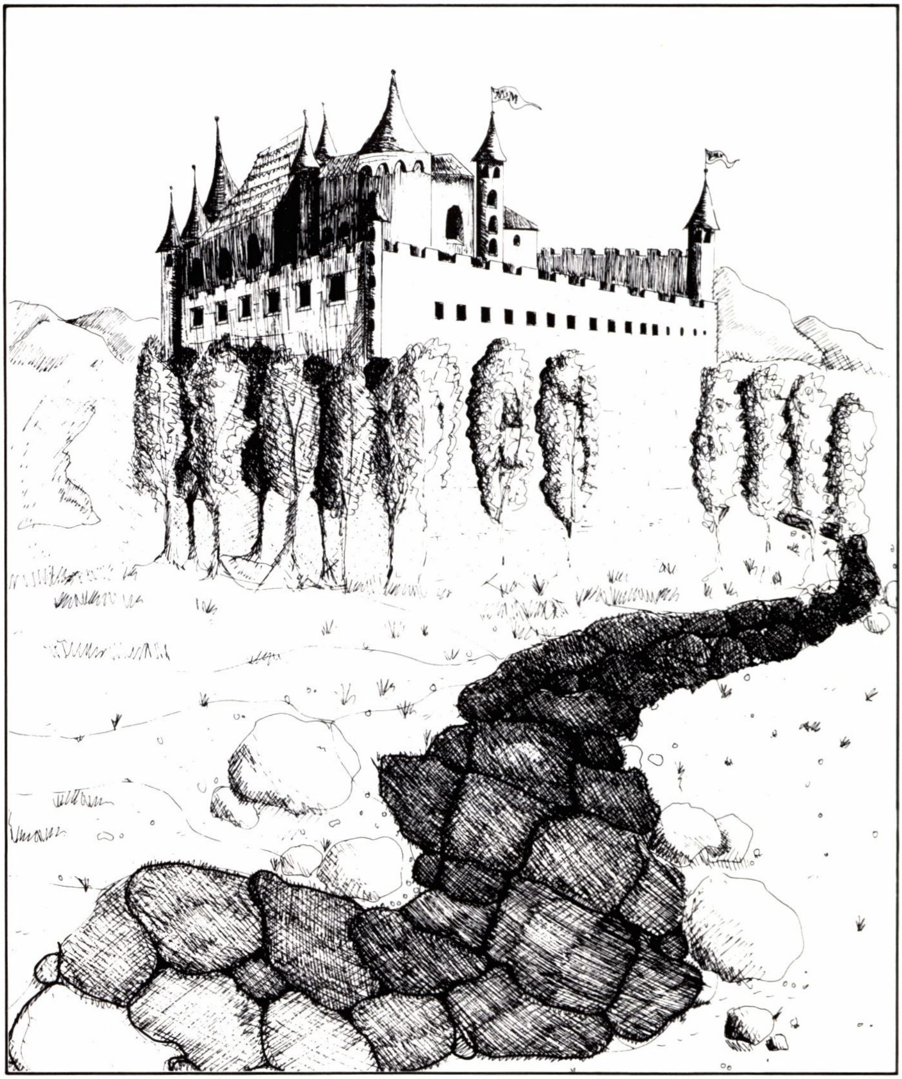
KEY:
Mountains
Trees
Swamp

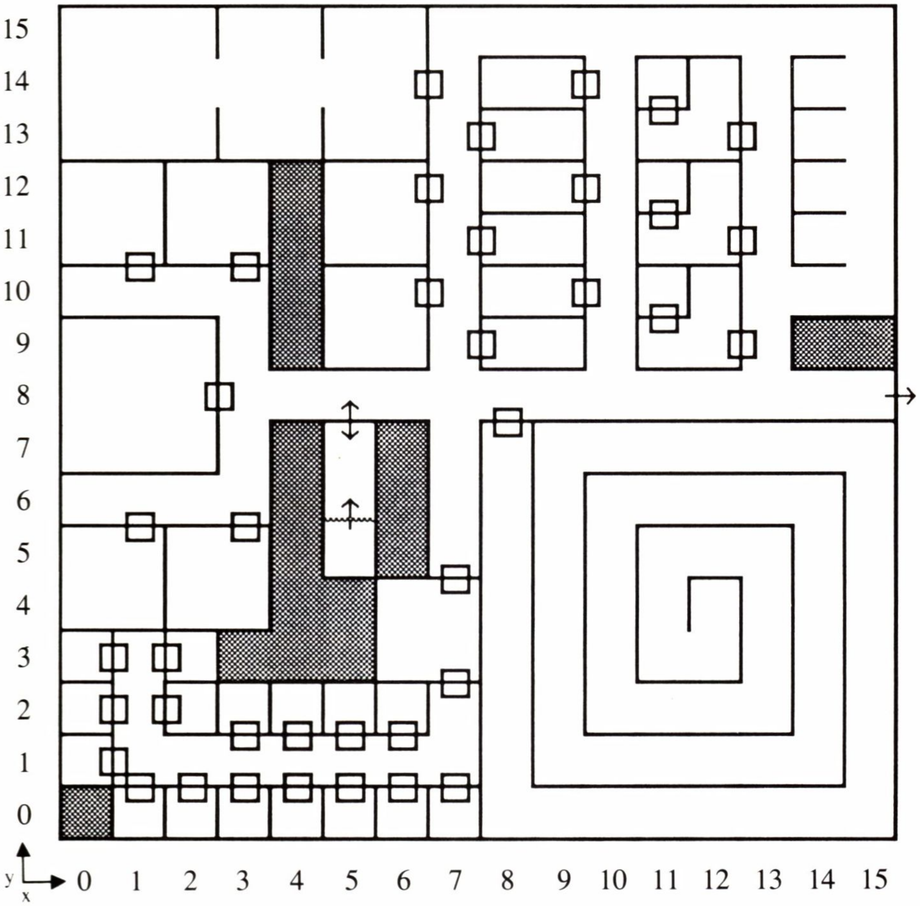
This final corner is the unresting place for those lost souls stuck in the Swamp of the Dead. Encounters are cryptic and unnatural. Travel the Perilous Peaks if you so dare! Here you'll discover the fabled Building of Gold and its dungeon. Also sits and stirs evil beyond evil. The few who have returned refer to this area as Dragon City. Beware!

# Castles

Traveling the castles of the Land of Varn brings you closer to the Secret of the Inner Sanctum. Tho only five appear on your map, it is suspected, even believed, you will learn of another. Assuming there is this sixth castle, it need be ventured only by those possessing great skill and experience. For they alone will truely reap its rewards. When frequenting castles, be sure to have your merchants pass in hand—that which you acquired from The Ancient Way. Castles appear similar and not. Having prisoners, kings and messages make them same. Many a quests are to be granted. Take note of messages, especially in silver. One of the castles holds that interleave and the one for gold as well. All is not as it seems. Make your clues work together. Be sharp, as you'll be deceived often. Think straight, for you'll easily be confused. This is the similar, now find what's not.



# Castle White Wolf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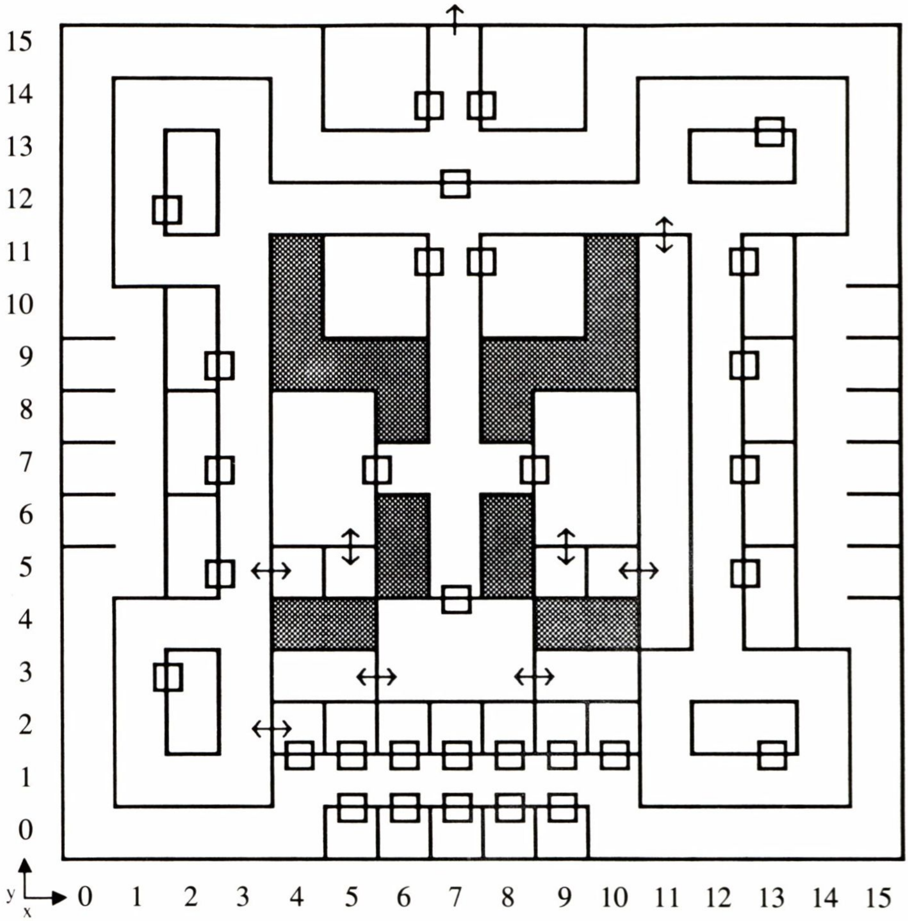
Appearing calm and sedate, this castle grants you plenty of adventure. All told, the quests tally seven. Lord Ironfist rules with power. Yet behind his throne you can remove his force. This brings you great treasure. The guards are cruel to those without pass.

# Castle Blackridge North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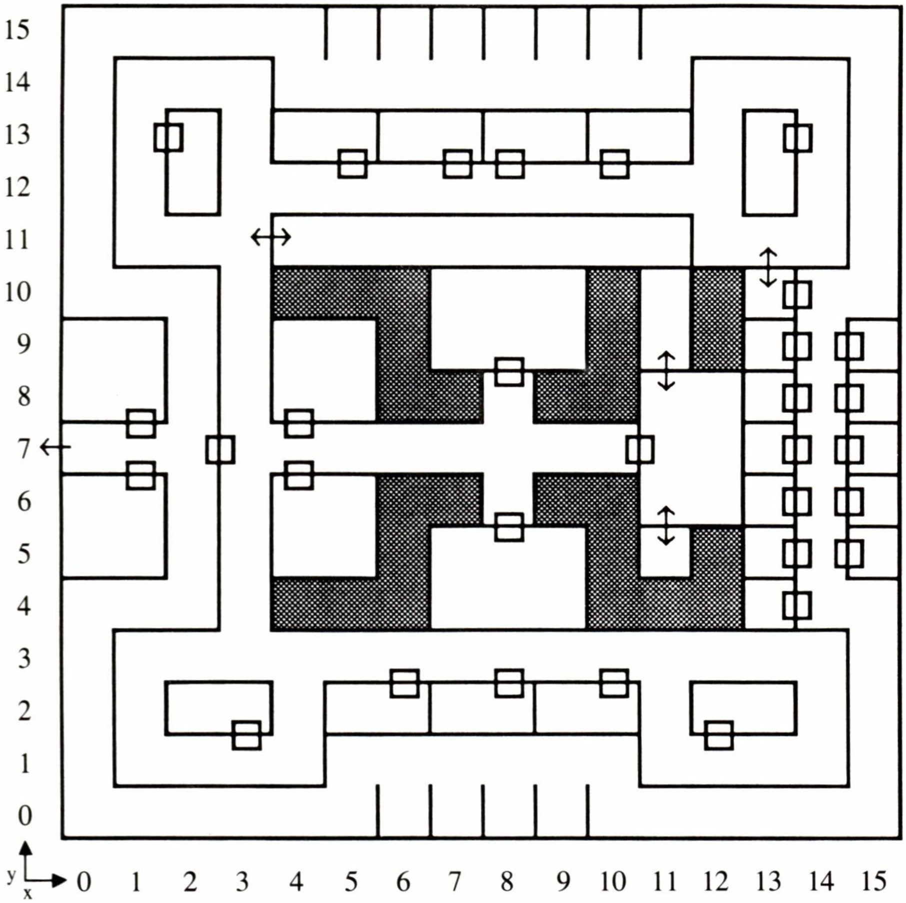
Lord Inspectron's orders are clear. Accept his quest, as you'll choose from seven. Through emptiness you'll find treasure. The Quivering Forest awaits you, for only from this castle will you find its passage.

# Castle Blackridge South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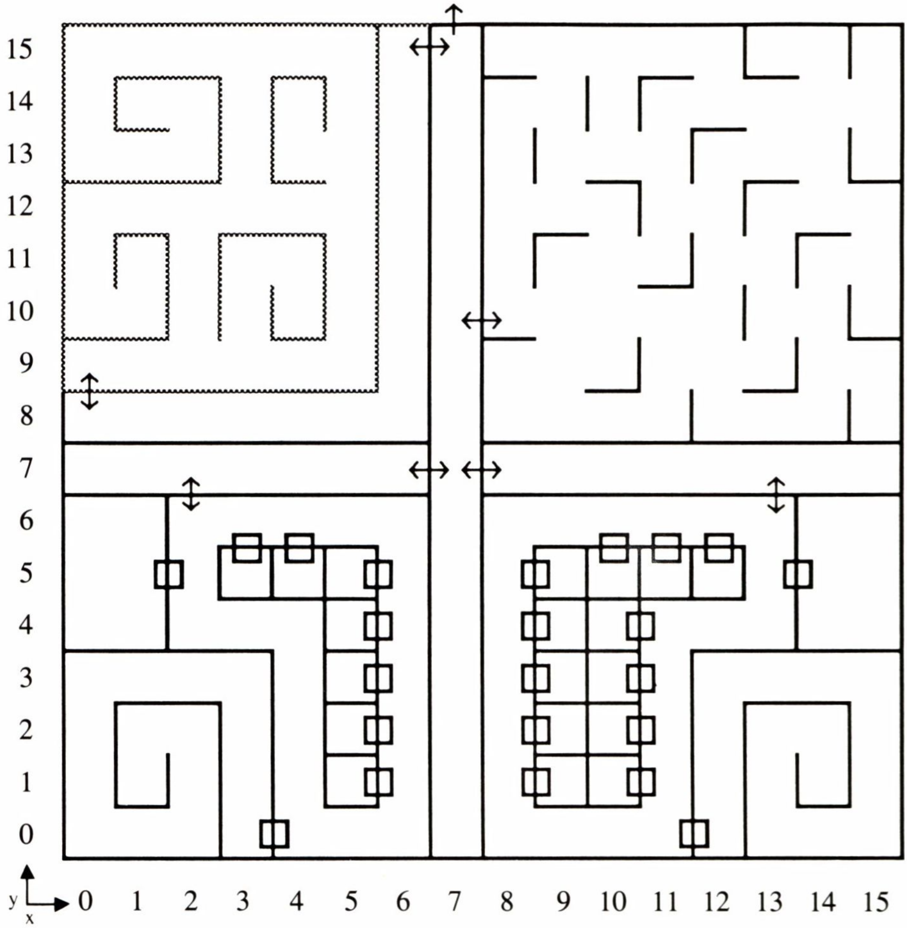
Lord Hacker is in need of your party. Seven quests he is fulfilling. A brew he is bubbling. Bring his ingredients before its boil. When finished with his quests, see him only if traveling light. At seven, ask for no more.

# Castle Dragadune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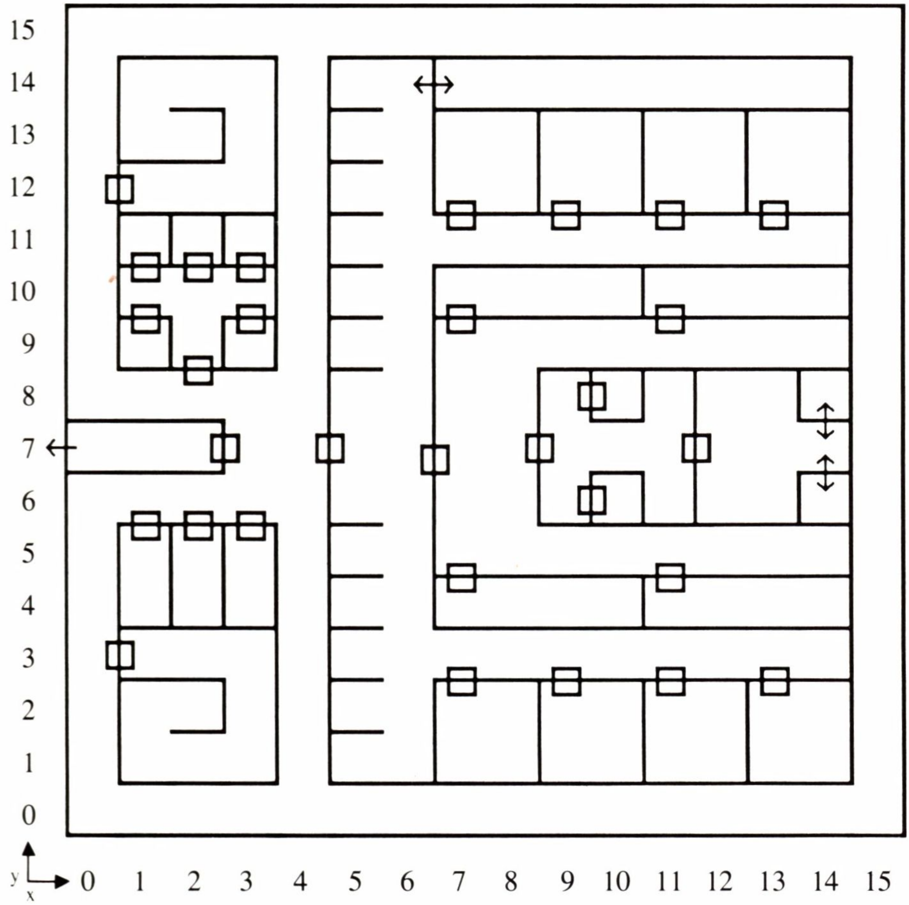
No Lord waits in this decrepit castle. As your gait crosses the rot of decayed bones, watch for secret passage. The colored walls hold stairs to the Clerics you search. Visit the clover if you're worthy. Bring all gold to its legendary fountain.

# Castle Alamar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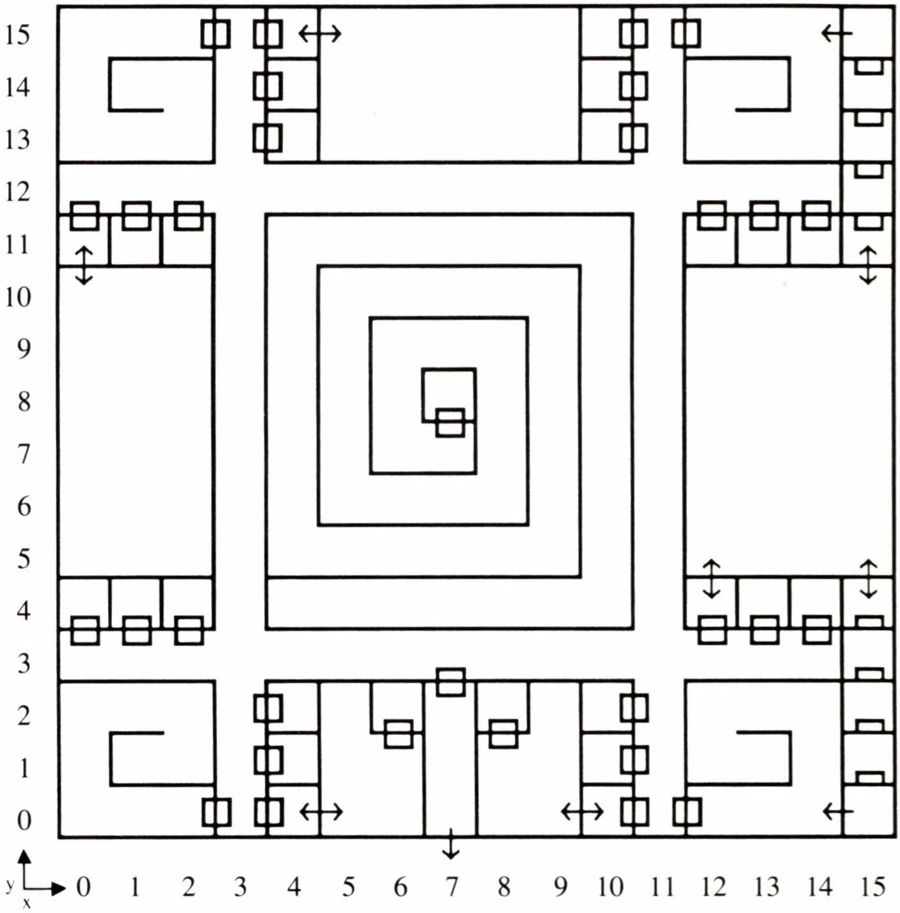
There once was but a time that gaiety filled these hollowed walls. King Alamar was but a fine and just ruler. Those with much skill and experience discover the Dark Shadow now hovering. Bring your pass to the King. In taking his quest you'll waste much time. Encounters are catastrophic, creatures unnerving. But then you'd expect nothing less guarding this King.

# Legendary Castle Doom



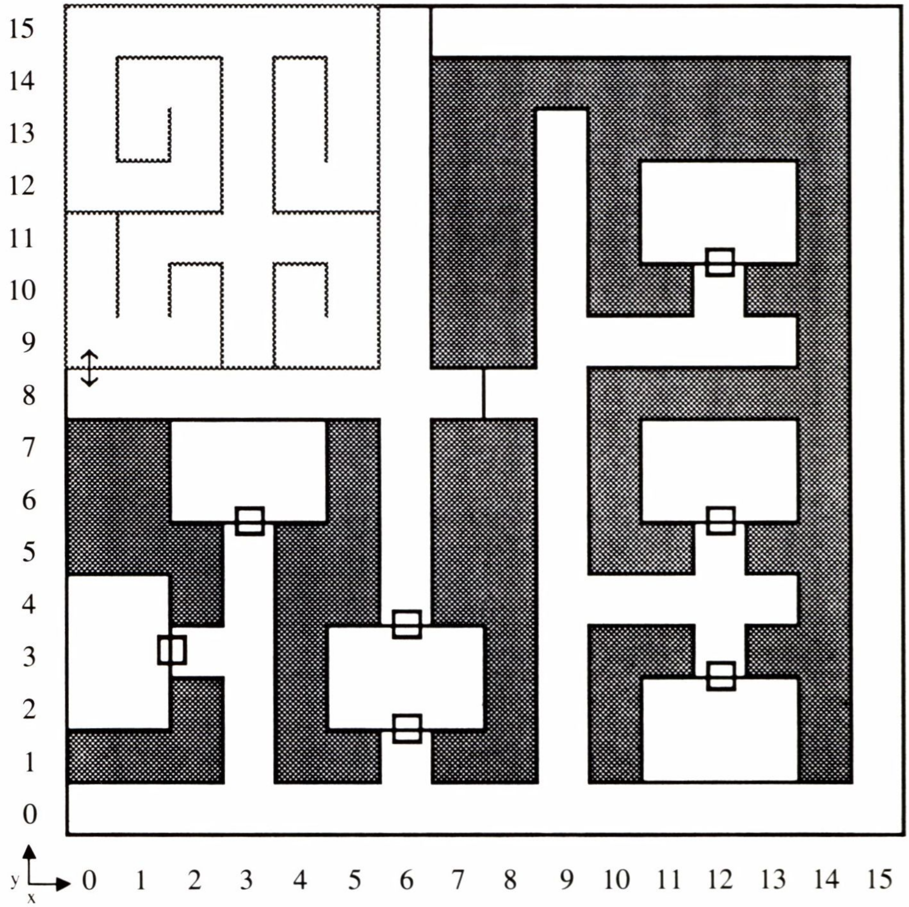
As stated, this Castle is suspected, and even believed to be in actual existence. Our objective is not to argue its existence, merely recount the reports of those who believe.

Mapping and location skills prove helpful, as travel has been described circular. Demons, devils and other monstrous beings seem to clone here. A generator need be defused. Odd clues are uncovered. Order and sanity is querried. A clue mimics a calculator, as things begin to add up. Statistics as well! A visit to the dog gave you your key—use it now. Jump skills are tried. Travel on foot has worked best. These findings remain undocumented. It is neither proven nor refuted a search will uncover like situations.

# Those Dimensions Remaining

The balance of your travel in the Land of Varn totals, shall we say, 15 dimensions? These dimensions are best described as dungeons and strongholds. You'll even suffer a maze and a plane. Most dangerous, as they stray you far from the safety you once found traveling the towns. Some send you wandering far below the surface. As you journey indoors, many spells now test worthless. If you're unable to gain entry, chances are you do not possess the appropriate skill, experience, or perhaps item. If entry is gained, proceed with caution. Three strongholds are ruled by ones possessing the utmost in power. One dimension is regulated by the Clerics of the South, while another appears to be governed by Dragons of all things! Heed all signs and banners. Note all clues. Mind names and colors. Travel upstairs and downstairs. Search all levels. Encounters occur in closed areas. Expect the impact more advanced, as those you battle prove more strategic than you've witnessed. Search all Black and White painted rooms. If not successful at first, search again. These are the common. Now search their difference...

# Dungeon Ruins under Dragadune—First Level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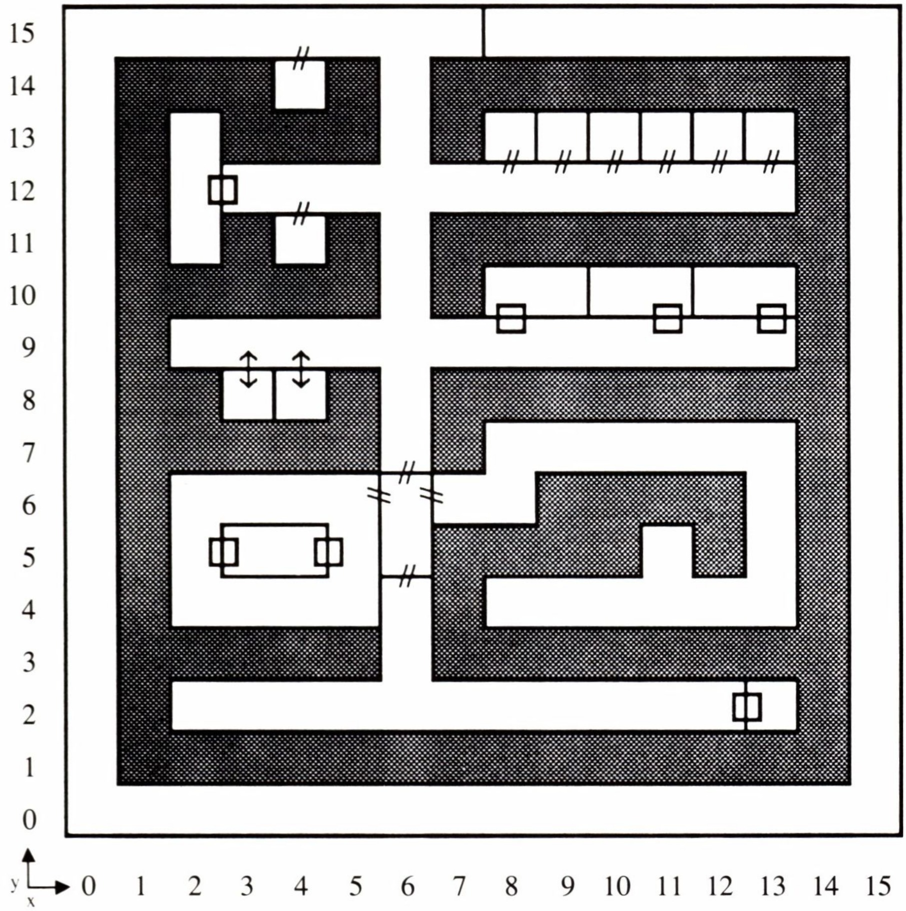
Find passage to the cavern under Dusk. Be confronted by a cult of new order. Clerics attack most reverently, even religiously. Encounters resemble groups of tactical combat, worsening most progressively. Mind all messages. Corak helps in your search for the South.

# Dungeon Ruins under Dragadune—Second Level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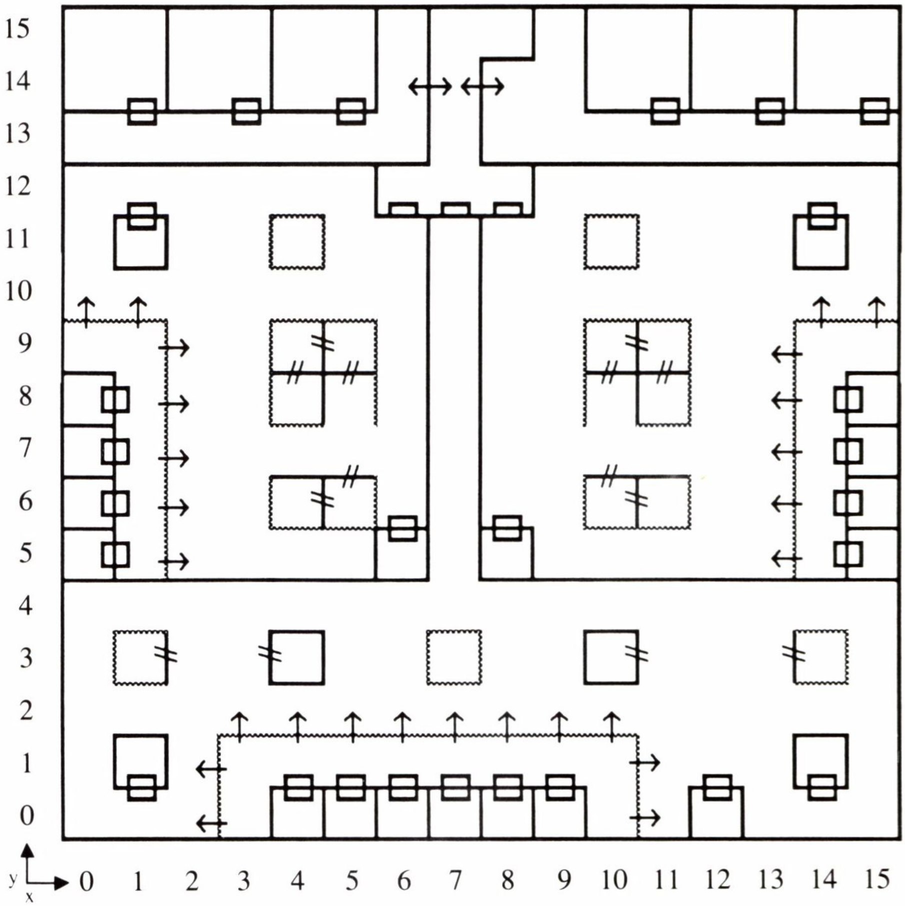
Stairs lead up. Stairs lead down. Take the stairs that give you success. Corak has left you a dispatch. Encounters are hit-or-miss. As you meander, yearn for the miss! This teleport does you no well.

# Dungeon Ruins under Dragadune—Third Level



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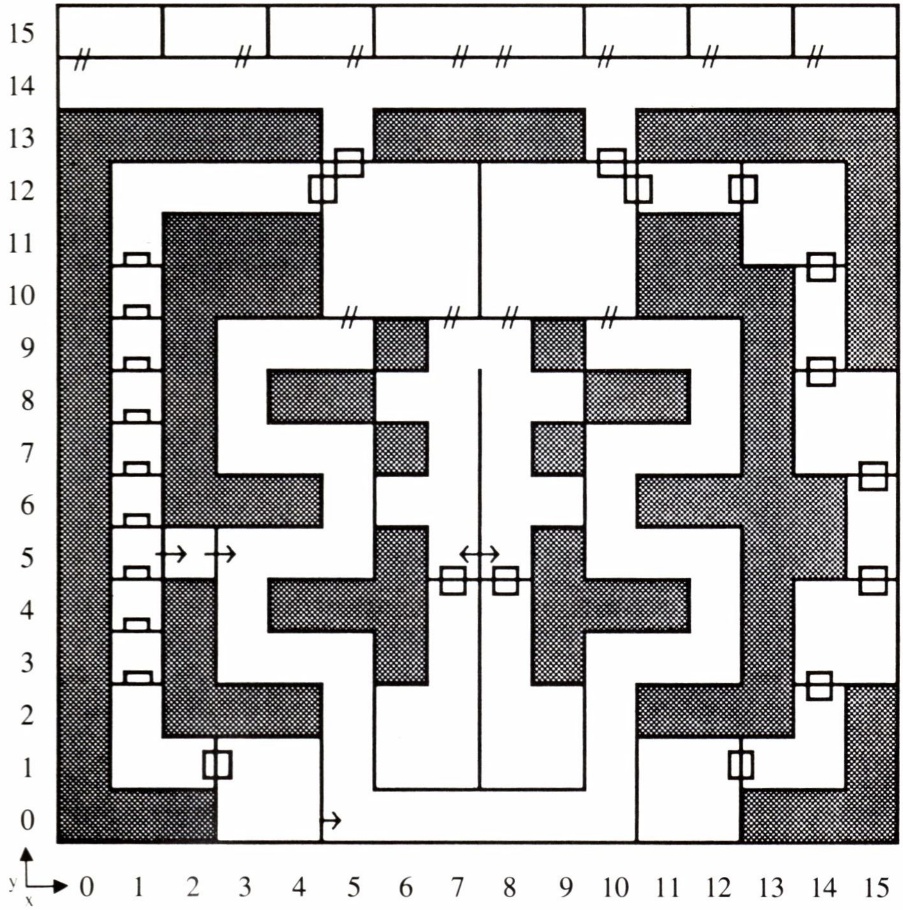
Three levels down encourage doubting your safety. Discover three doors, a curtain and a box. The door is your key. A gold message adds to your collection. Find those that find you worthy. Here listening becomes a skill. Once deemed worthy, again take drink from fountains and pools to increase status.

# Warrior's Stronghold in Raven's Wood—First Level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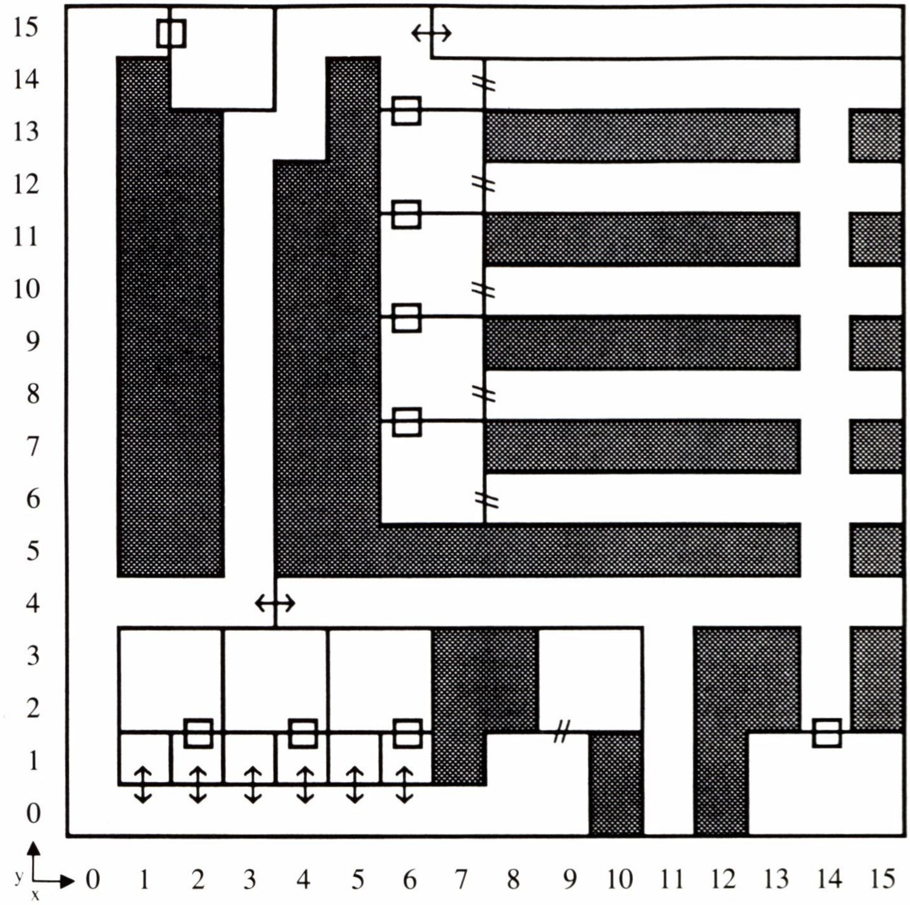
Don't be bewildered by the Riddle of the Ruby. Your answer is clear heavy glass. A wrong guess gets you teleported. You'll need the key of white grayish color. Gold messages are keen to collect.

# Warrior's Stronghold in Raven's Wood—Second Level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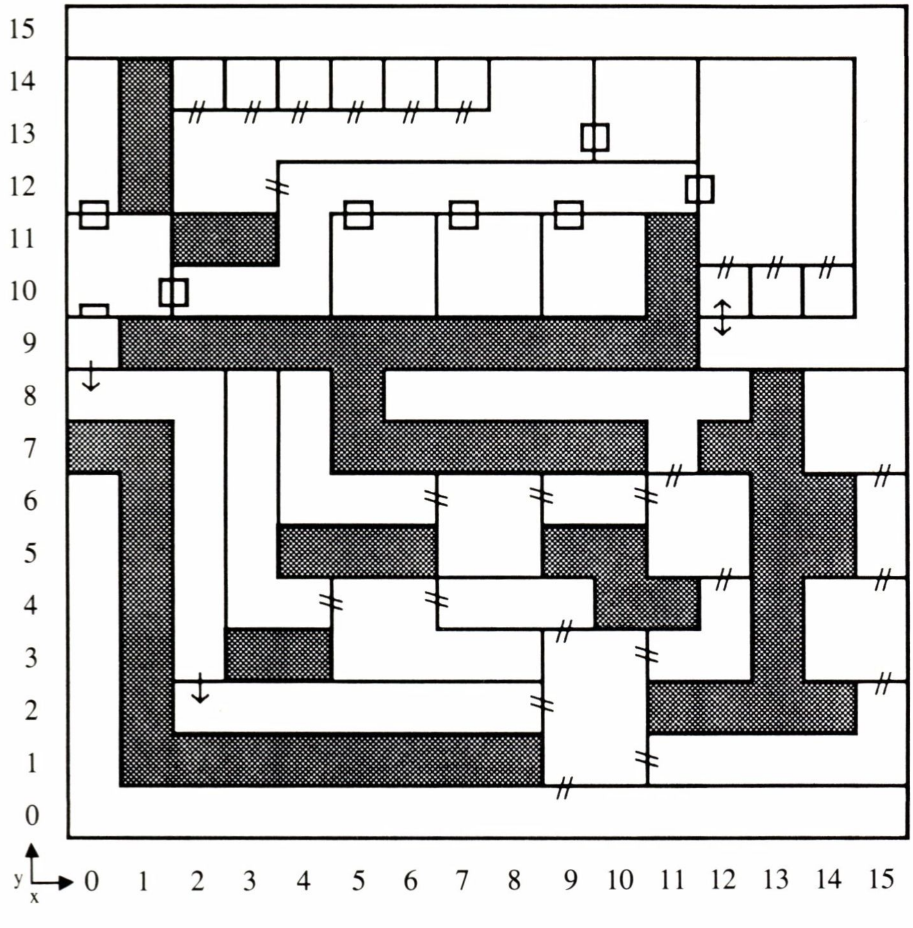
Through secret passage you'll locate hidden encounters. No stoning here, rather bouldering instead! Tho you'll not find the fifth test, knowing its whereabouts, plus a jump, is the turn off. Once off, expect the Raven Archer. Text reads that meeting him serves as defeating him. The poor find him rich.

# Deserted Wizard's Lair in the Quivering Forest—First Level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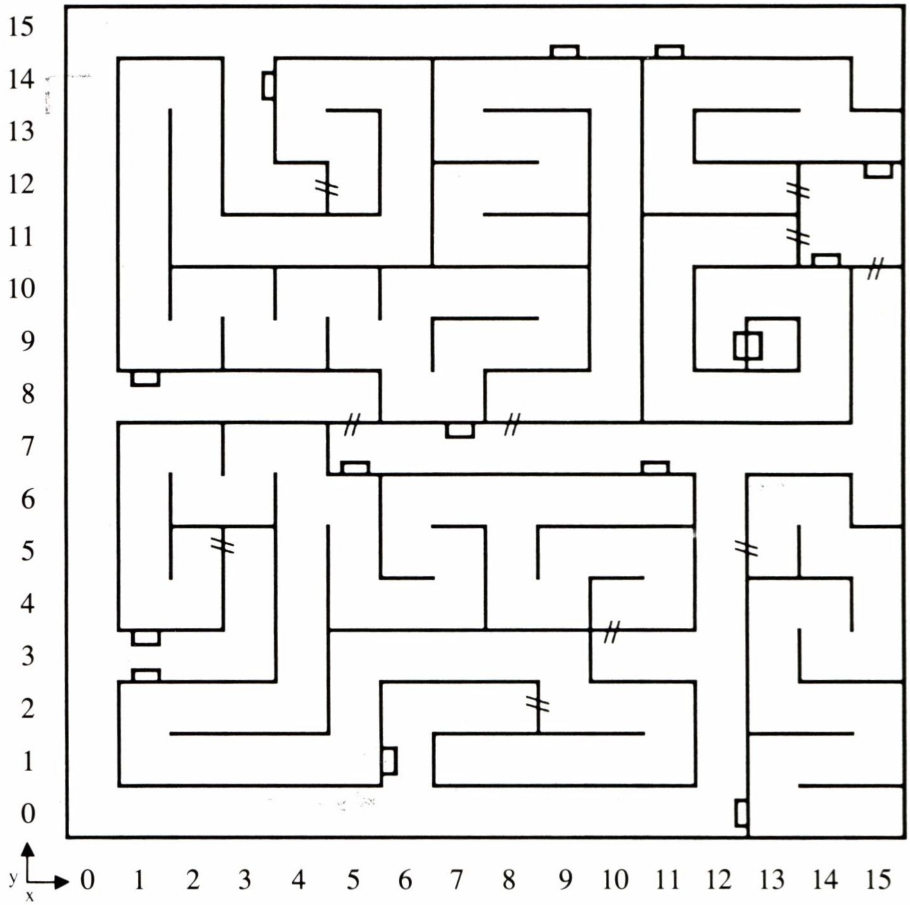
This remains the Stronghold of the Wizard Okrim. Confusing to map, as you need to go down to go across. Expect battle, but you decide your death. Treasure awaits your defeat. The gold message is worth noting.

# Deserted Wizard's Lair in the Quivering Forest—Second Level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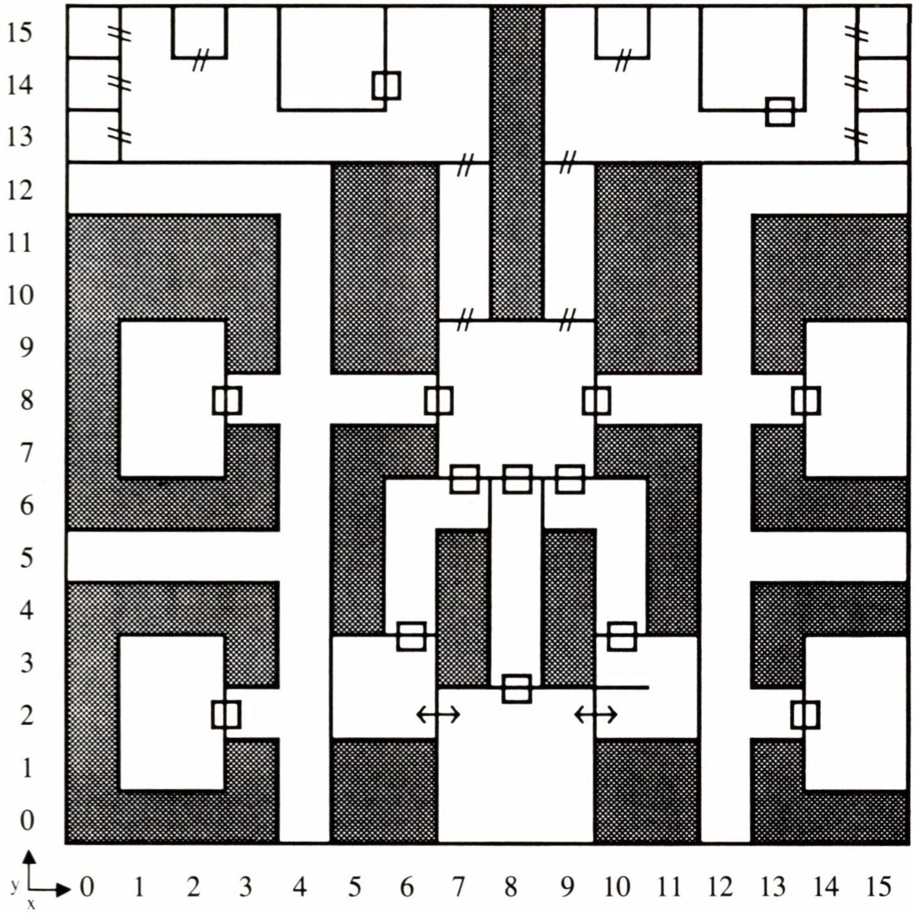
You'll find your fill of misleading messages, cloudy clues and banners that banter. The Stone Face riddles a quest. But that too is part of the jest. Use your mapping and location skills, as teleport proves jovial.

# Stronghold under Enchanted Forest—Level One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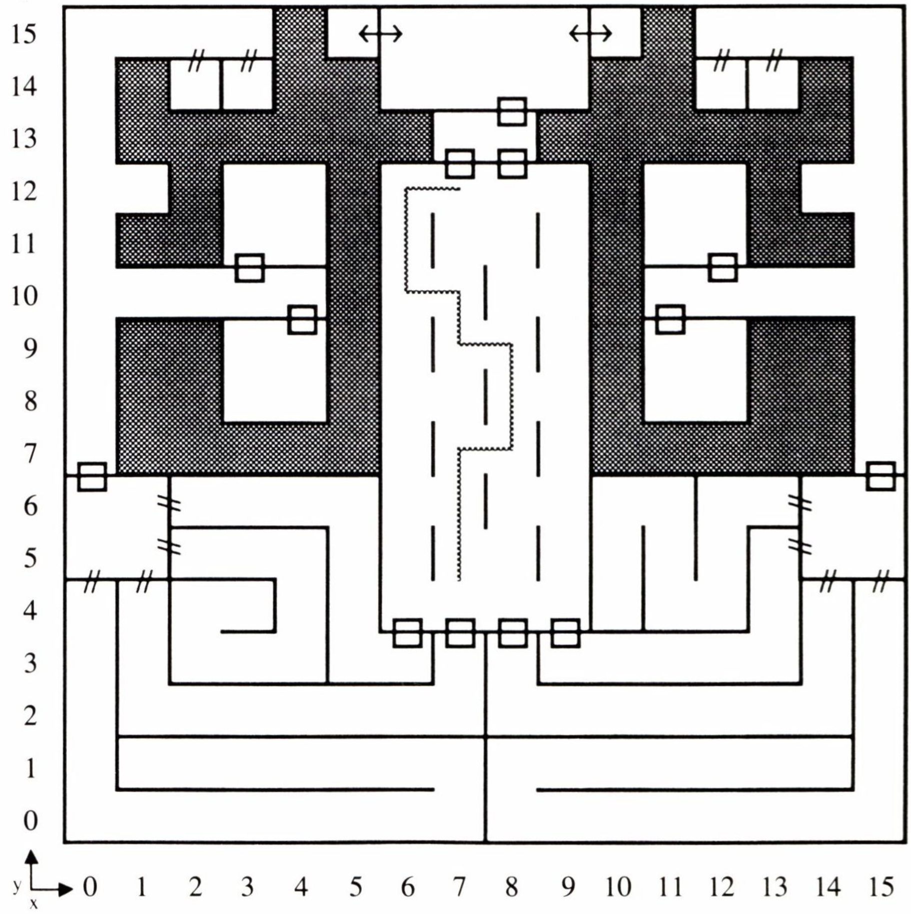
Learn the distinction of the two stairwells that take you lower. Clues and messages prove important. Read all signs. The area was of Minotaur's rule. Feel his ego about you.

# Stronghold under Enchanted Forest—Second Level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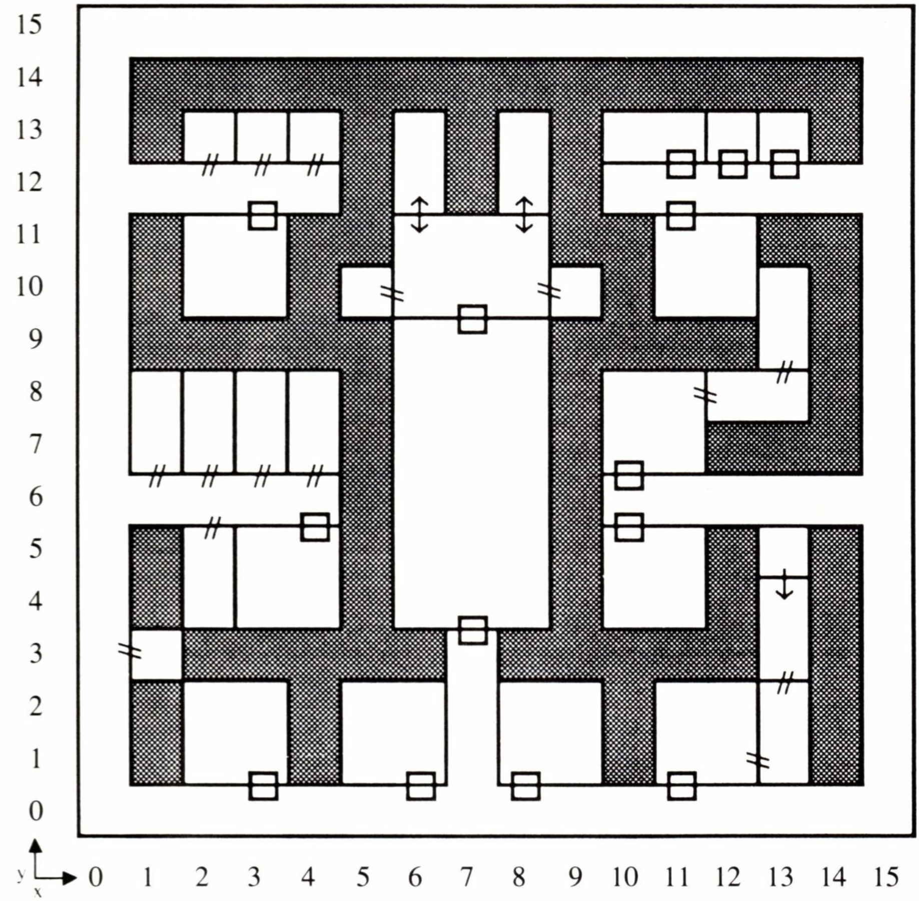
Choose your entry. Receive the reward of the Dog and your search will uncover the gold key. If no reward, revisit the Brothers. Be swift, as keys do vanish. For your pleasure, conquer the Minotaur.

# Dungeon under Perilous Peaks—First Level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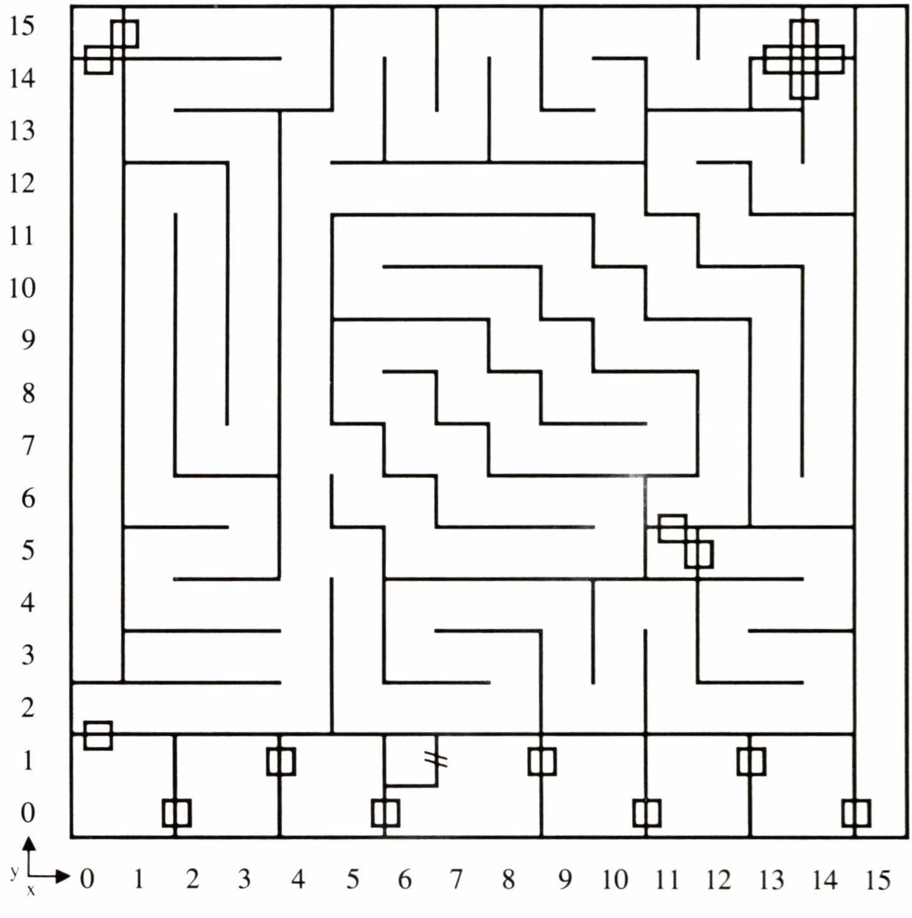
Does its name not forewarn you? Lurking about is much dread and evil. This close dark prison echos deafening sounds. You'll need the key of clear heavy glass. For without it, you'll not travel this prison's levels freely.

# Dungeon under Perilous Peaks—Second Level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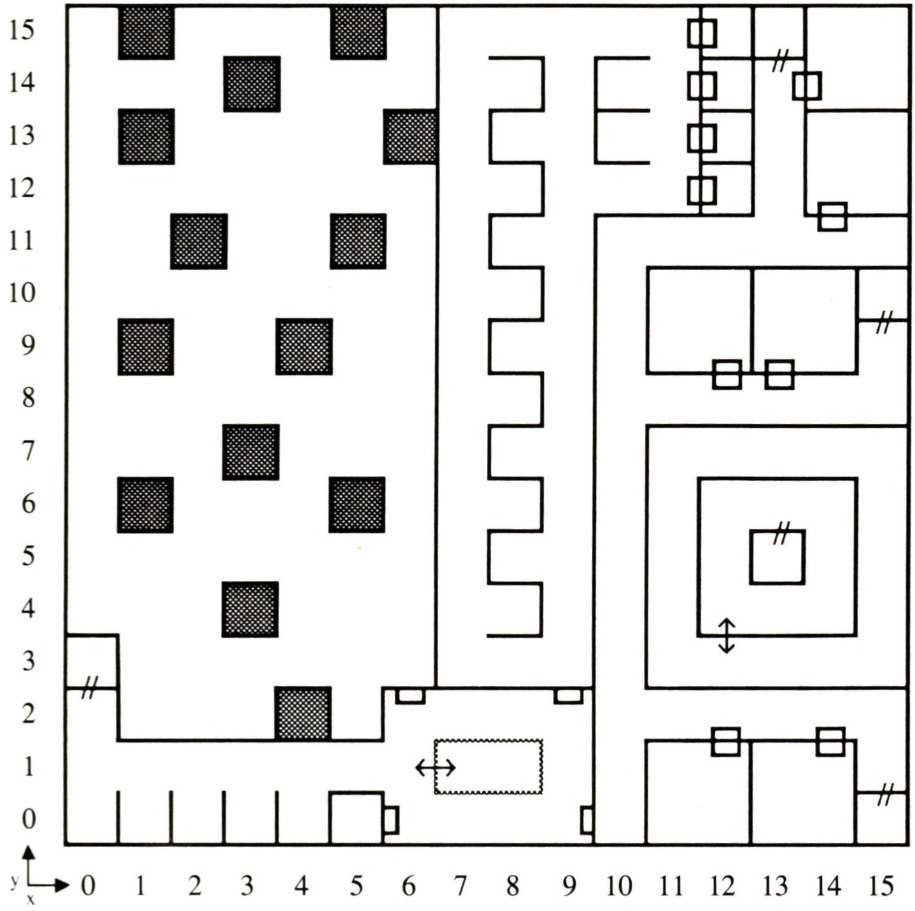
Your travels forced you to hoard much. Here you require the wondrous of wonders, known as Thundranium. Travel is random without it. Encounters swoop swiftly. Assemble with near every demon, creature and monster known and unknown to the Land of Varn.

# Dungeon under Perilous Peaks—Third Level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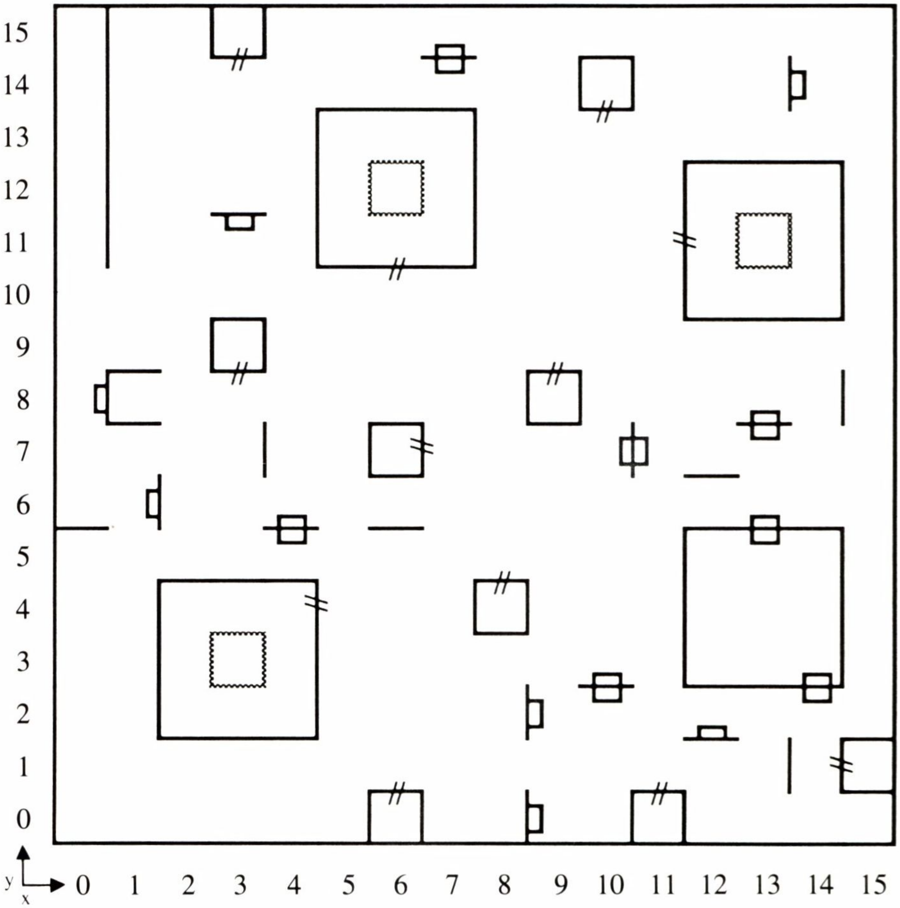
15

A division by five is its best depiction. Be assured you're fully supplied by teleport, yet it need be correct. Encounters put you in jeopardy. But you've gained entry due to experience and skill. Use them now for your profit.

# Dungeon under Perilous Peaks—Fourth Level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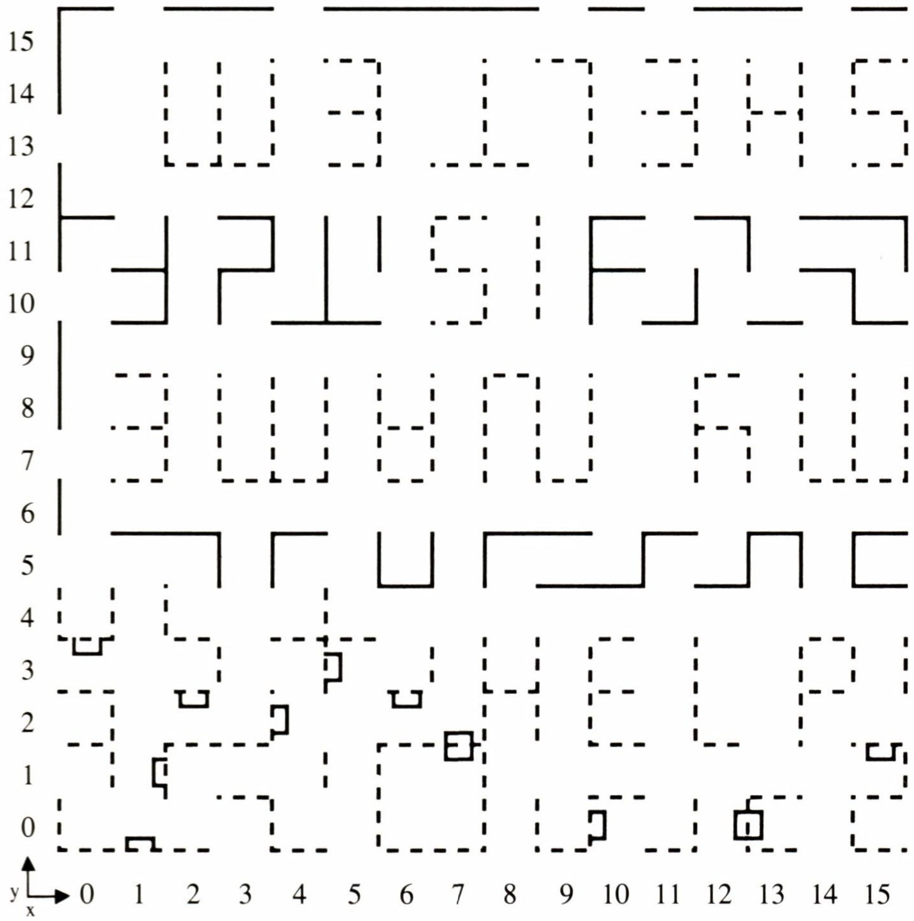
Here lies a newness in the air, for this dungeon's construction remains unfinished. Find doors—with no walls! Search the structures completed. If you dare enter Dragon Alley, jump at four.

# Soul Maze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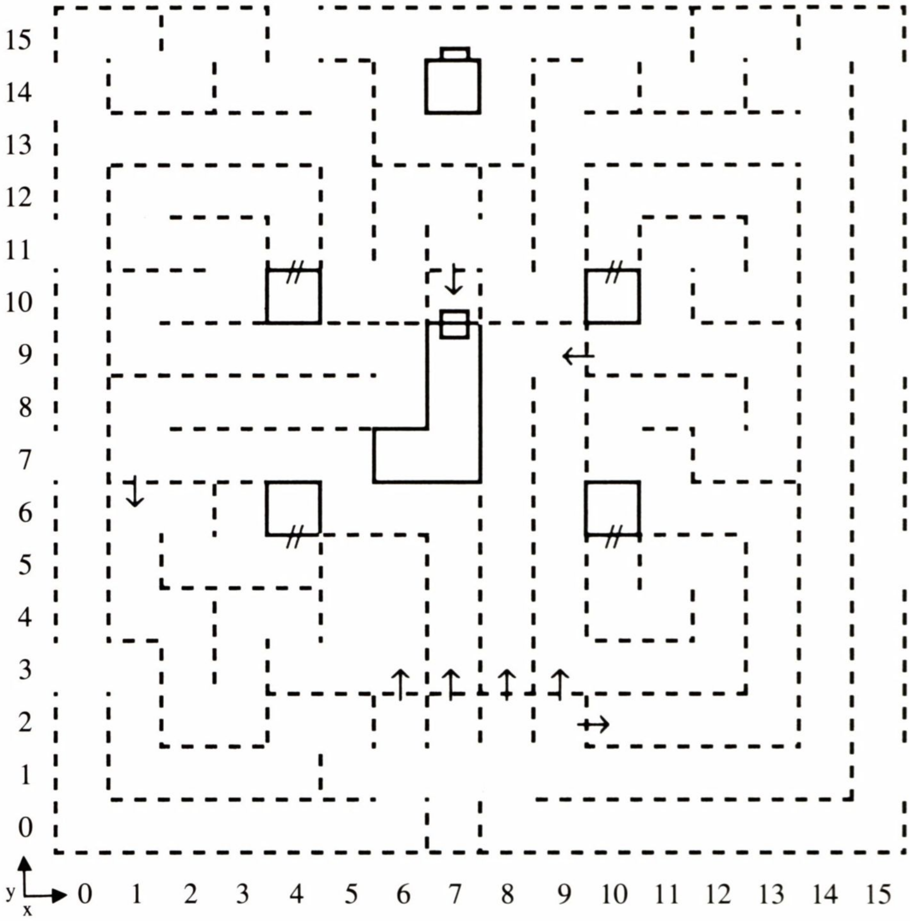
This, known as Soul Maze, is as much mythical as it is magical. Walls remain solid. Freedom comes when you uncover your captor's true identity. Look closely at the map, for the answer remains within this maze.

# Astral Plane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Greetings and salutations are in order! Bring your key card. Enter all five astral projectors to feel much glory. If you've completed your mission, you'll know all jubilation. For it is now this book has been read. Here you uncover the Secret of the Inner Sanctum. Sorpigal awaits your return. The Gates to Another World soon pass your entry.

# Strategies for Game Playing

Those in adventure need develop strategies to discover the true Secret of the Inner Sanctum. The following pages list random guidelines fellow travelers found of great worth. Those listed have been divided into three sections including tips and tactics, coordinates and answers. Don't let the code bewitch you. The key you will find at the end of the section.

Use these hints wisely, as they stop unnecessary straying. Don't be confused, for these remain but a few of the clues you seek. Perhaps it best to develop personalized strategies for your party.

## Tips and Tactics

When creating members of your party, take note that a high speed Sorcerer initiates battle. Prime statistics are best at 15+. It has been strongly recommended that a member from each class be represented. However, those familiar with the Land of Varn agree that experimentation proves most interesting.

**RACE BONUSES:**

| Race | Statistic Modifers | Basic Resistances |
|---|---|---|
| Human | 0 | 70% Hold/Fear<br>25% Sleep |
| Elf | +1 Intellect<br>+1 Accuracy<br>−1 Might<br>−1 Endurance | 70% Hold/Fear |
| Dwarf | +1 Endurance<br>+1 Luck<br>−1 Intellect<br>−1 Speed | 25% Poison |
| Half-Orc | +1 Might<br>+1 Endurance<br>−1 Intellect<br>−1 Personaligy<br>−1 Luck | 50% Sleep |
| Gnome | +2 Luck<br>−1 Speed<br>−1 Accuracy | 20% Magic |

Visit the Town Inns to save your game. This need be done often. In the unfortunate event your party meets its demise. Rest after encounters and before opening those items with traps.

Stock up on food with culunary delights. Use your backpack efficiently, saving room for any items found while adventuring. Beware of the Hermit that trades. He's greedy. Those at the trading post rummage through your backpack as well.

Take note as clues, rumors and such messages are uncovered. Later relevance is discovered. Rumors in Taverns appear rare. Each visit, and all revisits to Taverns warrant further listening. Tipping reveals much. Don't hesitate to tip more than once.

All encounters, save for set ones, are based on your party's current experience level. Thus assuring constant challenge. Perhaps it best to first test an area.

If proving too difficult, return once you have gained in experience. Each Town, Natural Cavern, Outdoor Region, Castle and Those Dimensions Remaining have their own special events and set of governing statistics.

Monsters, orcs, goblins, demons and creatures total over 200 species. Each species has its own level of friendliness.

Getting over traps and pits may require use of Rope and Hooks or Levitation Spells. If faced with corridors seeming endless, try a Jump Spell. Fly spells appear to be the safest means of travel. Save for Doom, where walking reaps highest rewards. If traveling by foot, keep to the main roads.

During combat party members should combine their attacks on the most powerful monster for best results. Allow the Archer to shoot whenever possible. Casting Sleep and Bless Spells improve your chances of survival.

Understand the three types of light. Light known as free shines in Towns. Natural Caverns are generally dark. Here casting a Light Spell allows one day of light. In darkness cast the Spell of Lasting Light. Each square is equal to one light factor.

Wizard Ranalou holds access to all castles. He too believes of six.

Study your map of the Land of Varn. Four monstrous creatures have surfaced. Reap reward on Luck Island after defeating one or more.

At least two quests are thought to be false. Some requests of Lords may be found in Towns.

Treasures are abundant! In the Land of Varn, you do judge a treasure by its cover. The richer the container, the more precious the treasure. And of course, the more fierce the traps that guard it! Black boxes contain the most powerful of items. Tho rare, they are found only after defeating forceful monsters.

Etherealize and Teleport are possible means of barrier penetration. Some areas show resistance to magic, rest, surface spells, time distortion and dispell magic. Resistance may also appear in combinations.

Visit the Mystic in Algary to find your resistances.

Find protection for the day from Temples, but only if your party proves giving.

Experience and skill may be raised in a variety of ways. Try a visit to the Swaze Pit hidden in the Inn of Algary. The Arena proves you well.

Gather your party's gold, then visit the Fountain in Dragadune.

Sands of Time restores youth. Etherealize gets you there. Once there, beware of Dinosaurs!

When visiting the Ice Princess, visit but a second time for a double pleasure.

If your leader's alignment is correct, visit the Shrine of Okzar. Keep it correct to be judged favorably. Stay neutral around aliens.

Put your clues in interleave order, both of silver and gold, then read top to bottom.

These are but a sampling of tips and tactics those before you practiced. While on your journeys, learn to incorporate these findings with those of your own.

# Specific Coordinates

No matter how astute your party, certain items and quests remain difficult to uncover or solve. Much appreciation is due those traveled before you. For they freely share exact coordinates and specific locations of such items you seek. Listed randomly find their understanding of your journeys.

Gain entry to Lords Castles via a Merchants Pass.
Outdoor Region C1 at
34 41 47 35 43 ________

Lord Killburn's map navigates Desert Travel.
Outdoor Region C3 at
34 42 47 35 37 40 ________
If you venture the Desert without said map, search the portal back to Sorpigal.
In the Cavern below Dusk at
34 37 41 47 35 46 ________

Find the Medusa in the cavern.
Outdoor Region B2 at
34 44 47 35 40 ________
A defeat gains the head of your search.
In the Cavern at
34 37 41 47 35 40 ________

Enter King Alamar's Castle after Heratio Harper gives the password for the day.
Outdoor Region E3 at
34 45 47 35 38 ________
This password does you well at Lion's pass.
Outdoor Region E3 at
34 37 38 47 35 42 10 25 28 10 34 37 38 47 35 44

________________________

Audience King Alamar with the King's Pass.
Outdoor Region A2 at
34 46 47 35 37 41 ________

Desert Traders hold your Cactus Nectar.
Outdoor Region D1 at
34 37 46 47 35 37 39 ________

Og sends you away first without the Queen Idols.
Dungeon in the Perilous Peaks Level 4 at
34 46 47 35 37 41 ________
Deserted Wizard's Lair in the Quivering Forest Level 1 at
34 46 47 35 37 41 ________

Success improves with drink from these pools and no rest.
Areas appearing too difficult may be encountered after visiting these pools.
Outdoor Region C1 at
34 45 47 35 37 40 ________
Outdoor Region C2 at
34 40 47 35 45 10 25 28 10 34 40 47 35 43

________________________
Drink here is good. Feel free to have your fill!

Face west for the Guire. He adds much to tree climbing!
Outdoor Region D3 at
34 46 47 35 38 _ _ _ _ _

Silver Messages total six and wait in Castles.
Castle Blackridge North at
34 45 47 35 41 _ _ _ _ _
Castle White Wolf at
34 46 47 35 37 _ _ _ _ _
Castle Blackridge South at
34 37 41 47 35 44 _ _ _ _ _ _
Castle Alamar at
34 43 47 35 37 39 _ _ _ _ _ _
Castle Dragadune at
34 37 46 47 35 39 _ _ _ _ _ _
Legendary Castle at
34 37 47 35 37 _ _ _ _ _

Gold Messages total nine and wait in Those Dimensions Remaining.
Deserted Wizard's Lair in the Quivering Forest Level 1 at
34 39 47 35 37 40 _ _ _ _ _ _
Warrior's Stronghold in Raven's Wood Level 2 at
34 37 41 47 35 42 _ _ _ _ _ _
Stronghold in the Enchanted Forest Level 1 at
34 37 46 47 35 37 41 _ _ _ _ _ _ _
Deserted Wizard's Lair in the Quivering Forest Level 2 at
34 37 38 47 35 37 39 _ _ _ _ _ _ _
Dungeon Ruins under Dragadune Level 3 at
34 37 40 47 35 37 37 _ _ _ _ _ _ _
Warrior's Stronghold in Raven's Wood Level 1 at
34 40 47 35 46 _ _ _ _ _
Dungeon in the Perilous Peeks Level 1 at
34 44 47 35 37 39 _ _ _ _ _ _
Dungeon Ruins under Dragadune Level 1 at
34 37 39 47 35 37 38 _ _ _ _ _ _ _
Stronghold in the Enchanted Forest Level 2 at
34 37 46 47 35 40 _ _ _ _ _ _

The Interleve for both gold and silver are thought to be housed in the Legendary Castle.
Silver at
34 37 41 47 35 46 _ _ _ _ _ _
Gold at
34 37 41 47 35 37 41 _ _ _ _ _ _ _

The Gypsy Seer assigns your color.
Outdoor Region C2 at
34 45 47 35 37 37 _ _ _ _ _ _

Keys open many doors. Doors you find easily, whereas keys take work.

Bronze Key:
After defeating the 13 in the cave in
Outdoor Region C2 at
34 37 41 47 35 37 37 ___ ___ ___ ___ ___ ___ ___
Or after receiving the Diamond Key. Outdoor Region B2 at
34 40 47 35 40 ___ ___ ___ ___ ___

Silver Key:
Outdoor Region B1 at
34 40 47 35 43 ___ ___ ___ ___ ___

Crystal Key:
Warrior's Stronghold in Raven's Wood Level 1 at
34 42 47 35 37 37 ___ ___ ___ ___ ___ ___

Coral Key:
Outdoor Region A4 at
34 40 47 35 42 ___ ___ ___ ___ ___

Gold Key:
Stronghold in the Enchanted Forest Level 2 at
34 39 47 35 40 ___ ___ ___ ___ ___

Diamond Key:
Outdoor Region B2 at
34 40 47 35 40 ___ ___ ___ ___ ___

Combine the clues from Brothers Zam and Zom for the ruby whistle.

Zam waits in Portsmith at
34 37 38 47 35 38 ___ ___ ___ ___ ___ ___

Zom waits in Algary at
34 37 47 35 37 ___ ___ ___ ___ ___

Thundranium gives great strength. Find it in set places, or at times by mere search.

Find it in the Cavern in Outdoor Region B3 at
34 46 47 35 43 ___ ___ ___ ___ ___

Inside the Cavern at
34 37 47 35 37 ___ ___ ___ ___ ___

34 46 47 35 39 ___ ___ ___ ___ ___

34 37 47 35 41 ___ ___ ___ ___ ___

These coordinates suit your travels well. These are but a few of the riches and mysteries you seek. Rest assured much waits for you to discover.

# Miscellaneous Answers

Those before you searched for answers, while at times grew baffled by clues. Find there the answers that served them well.

Dials in the Volcanic Isle need be set to 12 20 ___ ___
This allows teleport to the Volcano God.

You'll need your Key Card to penetrate the Inner Sanctum.
The Volcano God's answer is 17 11 22 11 ___ ___ ___ ___

Og masters many a games. Chess is perhaps his forte. Win by
27 31 15 15 24 10 30 25 10 21 19 24 17 29 10 22 15 32 15 22 10 37

___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

The Ice Princess knows and wants only 22 25 32 15 _____

The cave of square magic has been described as mathemagical, here unfolds its magic.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 37 42 | 39 | 38 | 37 39 | ___ | _ | _ | ___ |
| 41 | 37 46 | 37 37 | 44 | _ | ___ | ___ | _ |
| 45 | 42 | 43 | 37 38 | _ | _ | _ | ___ |
| 40 | 37 41 | 37 40 | 37 | _ | ___ | ___ | _ |

If trivia leaves you weak, now you shall play well at Trivia Island.

22 11 28 11 _______

19 10 12 15 10 23 15 ___________

13 31 28 28 15 24 30 10 30 28 15 24 14 29 _____________________

22 25 28 14 10 19 28 25 24 16 19 29 30 ___________________

25 17 ___

Find the Access Code for the Cavern Under Erliquin.
In the Cavern Below Dusk at

34 38 47 35 41 ________

Your answer appears on the wall.
35 19 13 31 38 23 15 39 ____________

Other riddles and questions need answers. These are those that prove most difficult. Yet expect still challenge in all others.

## Code Key:

10 = **space**
11 = A
12 = B
13 = C
14 = D
15 = E
16 = F
17 = G
18 = H
19 = I
20 = J
21 = K
22 = L
23 = M
24 = N
25 = O
26 = P
27 = Q
28 = R
29 = S
30 = T
31 = U
32 = V
33 = W
34 = X
35 = Y
36 = Z
37 = 1
38 = 2
39 = 3
40 = 4
41 = 5
42 = 6
43 = 7
44 = 8
45 = 9
46 = 0
47 = ,
48 = -

The following program has been created to decode the coded coordinates and answers supplied throughout this Guide.

This BASIC program was written on an Apple / / computer. You may need to adapt this program to work with BASIC on your computer model.

1. Type in the Program below.

```
10  DIM F$(4,9)
15  FOR Y = 1 TO 4: FOR X = O TO 9
20  READ D$
25  F$(Y,X) = D$
30  NEXT : NEXT
35  PRINT : PRINT : PRINT ‘‘ENTER DATA: ’’;
40  GET A$
45  A = ASC (A$)
50  IF A = 13 THEN 35
55  IF A < 49 OR A > 52 THEN 40
60  A = A - 48
65  GET B$
70  B = ASC (B$): IF B < 48 OR B > 57 THEN 65
75  B = B - 48
80  IF A * 10 + B > 48 THEN 65
85  PRINT F$(A,B);: GOTO 40
90  DATA " ",A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,Q,R,S,T,U,V,W,X,Y,Z
95  DATA 1,2,3,4,5,6,7,8,9,0, ", ",-,END
```

For Commodore 64/128 change lines 40 and 65 to:

```
40  GET A$: IF A$ = "" THEN 40
65  GET B$: IF B$ = "" THEN 65
```

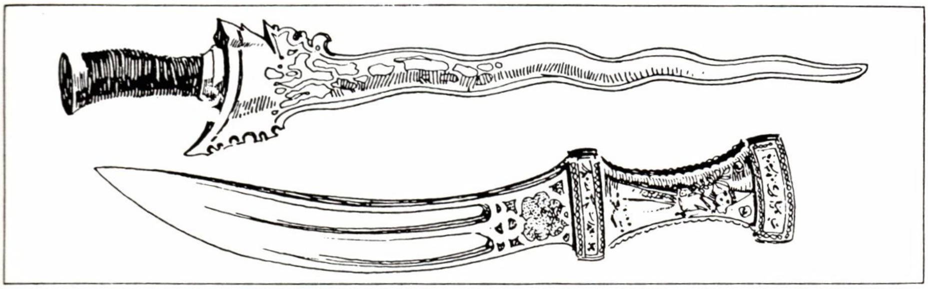
For IBM change lines 40 and 65 to:

```
40  A$ = INKEY$: IF A$ = "" THEN 40
65  B$ = INKEY$: IF B$ = "" THEN 65
```

2. To run the program type ‘‘RUN’’, then press ◄RETURN► or ◄ENTER►.

3. At the ‘‘ENTER DATA: ’’ prompt type in one of the coded coordinates or answer from your guide. The computer will display the information now decoded.

4. To enter new data press ◄RETURN► or ◄ENTER►.



# Items found in Might and Magic

Your travels reveal well over 200 unique items found while journeying through the Land of Varn. Most possess special powers. Some may permanently or temporarily modify your party's statistics, resistance or combat abilities. Others may allow casting of any of the 94 spells. While some play a specific role in your quest, even allowing passage to restricted areas.

Items are displayed in groupings ranging from one handed weapons, two handed weapons, missile weapons, armor, shields and other assorted items. Each item is explained and defined in specific categories.

The first category gives the item name as it appears in play.

The next category is that of the Alignment setting needed to either Use or Equip this item. Alignment is further defined as (G)ood, (E)vil or (N)eutral.

Class also appears as a category, defining which classes are able to utilize said items. Classes consist of (K)night, (P)aladin, (A)rcher, (C)leric, (S)orcerer and (R)obber.

Equip Bonus not only supplies the statistic that changes when this item is Equipped, but also tells by how much it will change.

When some items are used either the character's statistic may change or the item itself casts a spell. The category Special Power (Use) provides the actual effect made on a statistic by the number shown, or reveals which spell has been cast. (ex. C7/5 represents Cleric spell, level 7, number 5, known as Sun Ray.)

Only those items with special power have charges. The Charges category gives the maximum number of charges an item may hold. You need cast a Detect Magic Spell to ascertain the number of charges remaining in those items you possess. Take note should an item drop to 0 charges while in your backpack it is then deemed useless. Recharge Item Spell will fail you here.

When selling an item, it is redeemed for half its gold value. Listed herein is the gold value of all items, allowing you to know its true worth.

The final category lists Damage/Bonus. Should the item be a weapon, the first number listed is the weapon's base damage. For example, an Electric Spear displays 6, suggesting the random base damage ranges from 1 to 6. The second number represents the bonus of the weapon. Note the Electric Spear lists 3. That number represents the "to hit" and "damage bonus" of that item. (i.e. +3 chance to hit, +3 total damage.) Should the item be armor, the second number indicates bonus to Armor Class.

Some travelers before you tried to either Equip, Use or Fight with each item as it was disclosed. If appearing of no profit, others sold such items.

# Might and Magic Item List

## ONE HANDED WEAPONS

| Item | Alignment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Accurate Sword | Good | K P A | Accuracy +6 | Accuracy (Temp) +5 | 10 | 6500 | 8/6 |
| Adamantine Axe | | K P A | Luck +8 | C7/5 | 5 | 12000 | 8/5 |
| Axe Destroyer | Evil | K P | Might +4 | S6/2 | 6 | 8000 | 8/5 |
| Axe Protector | | K P A | Magic +25% | S7/4 | 15 | 8000 | 8/5 |
| Battle Axe | | K P A R | | | | 60 | 8/0 |
| Battle Axe +1 | | K P A R | | | | 300 | 8/1 |
| Battle Axe +2 | | K P A R | Fire +20% | Might (Temp) +2 | 10 | 500 | 8/2 |
| Broad Sword | | K P A R | | | | 50 | 7/0 |
| Broad Sword +1 | Evil | K P A R | Luck +2 | | | 300 | 7/1 |
| Broad Sword +2 | Good | K P A R | Might +1 | | | 400 | 7/2 |
| Club | | | | | | 1 | 3/0 |
| Club +1 | | | | | | 30 | 3/1 |
| Club +2 | | | | | | 100 | 3/2 |
| Club of Noise | | Cursed | | | | 100 | 3/0 |
| Cold Axe | | K P | Cold +40% | S4/2 | 10 | 2500 | 8/3 |
| Dagger | | K P A S R | | | | 5 | 4/0 |
| Dagger +1 | | K P A S R | | | | 50 | 4/1 |
| Dagger +2 | | K P A S R | | S1/6 | 25 | 200 | 4/2 |
| Dagger of Mind | | S | Intellect +3 | S4/7 | 20 | 750 | 4/3 |
| Dark Flail | Evil | K P A C | Cursed | C5/2 | 10 | 600 | 3/0 |
| Diamond Dagger | | S | Might +4 | | | 800 | 10/4 |
| Electric Spear | | K P A | Electricity +40% | S2/1 | 16 | 1200 | 6/3 |
| Electric Sword | | K P A | Electricity +40% | S3/4 | 10 | 2200 | 8/3 |
| Element Sword | | K P A R | Magic +25% | C7/3 | 10 | 12000 | 8/5 |
| Flail | | K P A C R | | | | 40 | 7/0 |
| Flail +1 | | K P A C R | | | | 200 | 7/1 |
| Flail +2 | | K P A C R | Personality +1 | C1/4 | 15 | 350 | 7/2 |
| Flail of Fear | | C | Hold/Fear +40% | S2/8 | 8 | 1600 | 7/3 |
| Flaming Club | | | Fire +20% | S1/4 | 30 | 500 | 3/3 |
| Flaming Sword | | K P A | Fire +50% | S3/1 | 10 | 2200 | 8/3 |
| Hand Axe | | K P A R | | | | 10 | 5/0 |
| Hand Axe +1 | Evil | K P A R | Luck +1 | | | 75 | 5/1 |
| Hand Axe +2 | Good | K P A R | Luck +2 | | | 225 | 5/2 |
| Holy Mace | Good | C | Personality +3 | C6/2 | 5 | 2000 | 6/4 |
| Immortal Sword | Good | K P | Luck +5 | C6/3 | 25 | 7000 | 8/4 |
| Long Sword | | K P A R | | | | 60 | 8/0 |
| Long Sword +1 | | K P A R | | | | 300 | 8/1 |
| Long Sword +2 | | K P A R | Acid +20% | Might (Temp) +2 | 10 | 550 | 8/2 |
| Lucky Scimitar | | K P A R | Luck +5 | | | 2200 | 7/4 |
| Mace | | K P A C R | | | | 40 | 6/0 |
| Mace +1 | | K P A C R | | | | 125 | 6/1 |
| Mace +2 | | K P A C R | Personality +1 | C1/8 | 10 | 325 | 6/2 |
| Mace of Undead | Good | K P A C | Cursed | Age +10 | 5 | 500 | 6/0 |
| Royal Dagger | Neutral | K P A S R | | | | 2500 | 4/0 |
| Scimitar | | K P A R | | | | 40 | 7/0 |
| Scimitar +1 | Good | K P A R | Luck +2 | | | 250 | 7/1 |
| Scimitar +2 | Evil | K P A R | Might +1 | | | 400 | 7/2 |
| Sharp Sword | Evil | K P | Magic +20% | S5/3 | 5 | 6500 | 10/4 |
| Short Sword | | K P A R | | | | 20 | 6/0 |
| Short Sword +1 | | K P A R | | | | 100 | 6/1 |
| Short Sword +2 | | K P A R | | S1/2 | 15 | 300 | 6/2 |
| Spear | | K P A | | | | 15 | 6/0 |
| Spear +1 | Good | K P A | Luck +1 | | | 100 | 6/1 |
| Spear +2 | Evil | K P A | Luck +2 | | | 250 | 6/2 |
| Sword of Magic | | K P A R | Magic +30% | S6/4 | 15 | 10000 | 8/5 |
| Sword of Might | | K | Might +6 | Might (Temp) +5 | 30 | 8000 | 8/5 |

# Might and Magic Item List

| Item | Align-ment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Sword of Magic | | K P A R | Magic +30% | S6/4 | 15 | 10000 | 8/5 |
| Sword of Might | | K | Might +6 | Might (Temp) +5 | 30 | 8000 | 8/5 |
| Sword of Speed | | K P A | Speed +6 | Speed (Temp) +5 | 20 | 7000 | 8/5 |
| Ultimate Sword | | K P A R | Might +10 | Speed (Temp) +5 | 20 | 15000 | 20/6 |
| Un-Holy Mace | Evil | C | Personality +3 | C6/1 | 5 | 2000 | 6/4 |
| X!XX!X's Sword | Neutral | K P A R | Luck +15 | Luck (Temp) +5 | 10 | 6000 | 8/4 |
| **TWO HANDED WEAPONS** | | | | | | | |
| Bardiche | | K P A | | | | 80 | 10/0 |
| Bardiche +1 | Good | K P A | Speed +1 | | | 350 | 10/1 |
| Bardiche +2 | Good | K P A | Speed +2 | | | 900 | 10/2 |
| Cold Glave | Evil | K P A | Cold +40% | C3/6 | 20 | 2500 | 10/3 |
| Curing Staff | Good | C S | Poison +30% | C1/6 | 12 | 2500 | 8/3 |
| Demons Glaive | Neutral | K A | Acid +50% | S4/1 | 40 | 10000 | 10/5 |
| Devils Glaive | Neutral | K A | Cold +50% | S4/3 | 40 | 10000 | 10/5 |
| Evil Flamberge | Evil | P | Magic +50% | C7/5 | 15 | 20000 | 20/6 |
| Flamberge | | K P A | | | | 250 | 14/0 |
| Flamberge +1 | | K P A | | | | 600 | 14/1 |
| Flamberge +2 | | K P A | Might +2 | Might (Temp) +2 | 10 | 2000 | 14/2 |
| Flamberge +3 | | K P A | Might +4 | Speed (Temp) +3 | 10 | 5000 | 14/3 |
| Glaive | | K P A | | | | 80 | 10/0 |
| Glaive +1 | Evil | K P A | Speed +1 | | | 350 | 10/1 |
| Glaive +2 | Evil | K P A | Speed +2 | | | 900 | 10/2 |
| Great Axe | | K P A | | | | 150 | 12/0 |
| Great Axe +1 | | K P A | | | | 500 | 12/1 |
| Great Axe +2 | | K P A | Might +2 | Might (Temp) +2 | 10 | 1200 | 12/2 |
| Great Axe +3 | | K P A | Might +4 | Speed (Temp) +3 | 10 | 3500 | 12/3 |
| Great Hammer | | K P A C | | | | 150 | 12/0 |
| Great Hammer +1 | | K P A C | Personality +1 | | | 550 | 12/1 |
| Great Hammer +2 | | K P A C | Personality +2 | C1/2 | 20 | 1200 | 12/2 |
| Halberd | | K P A | | | | 100 | 12/0 |
| Halberd +1 | | K P A | | | | 500 | 12/1 |
| Halberd +2 | | K P A | Speed +3 | C1/4 | 20 | 1200 | 12/2 |
| Holy Flamberge | Good | P | Magic +50% | C7/2 | 15 | 20000 | 20/6 |
| Minotaur's Axe | | K P A | Cursed | | | 2000 | 3/0 |
| Sorcerer Staff | | S | Intellect +4 | S7/3 | 10 | 8000 | 8/5 |
| Staff | | K P A C S | | | | 30 | 8/0 |
| Staff +1 | | K P A C S | Intellect +1 | | | 200 | 8/1 |
| Staff +2 | | K P A C S | Luck +2 | S1/8 | 10 | 600 | 8/2 |
| Staff of Light | | K P A C S | Sleep +40% | C3/4 | 20 | 1500 | 8/3 |
| Staff of Magic | | K P A C S | Magic +25% | S6/4 | 10 | 5000 | 8/4 |
| The Flamberge | | K P A | Might +10 | S4/3 | 10 | 15000 | 30/6 |
| Thunder Hammer | | C | Electricity +40% | C4/6 | 15 | 3500 | 12/4 |
| **MISSILE WEAPONS** | | | | | | | |
| Archer's Bow | | A | Accuracy +5 | S6/2 | 10 | 12000 | 20/5 |
| Bow of Power | Evil | K P A | Hold/Fear +40% | Exp Level (Temp) +4 | 15 | 6000 | 10/4 |
| Crossbow | | K P A R | | | | 50 | 6/0 |
| Crossbow +1 | | K P A R | | | | 250 | 6/1 |
| Crossbow +2 | | A R | Accuracy +2 | | | 1000 | 6/2 |
| Crossbow Luck | | A R | Luck +3 | C1/2 | 20 | 2000 | 6/3 |
| Crossbow Speed | | K P A R | Speed +4 | C1/3 | 10 | 2000 | 6/3 |
| Flaming Bow | Evil | K P A | Fire +20% | S3/4 | 10 | 3000 | 10/3 |
| Giants Bow | | K P A | | | | 2000 | 20/3 |
| Great Bow | | K P A | | | | 250 | 12/0 |

# Might and Magic Item List

| Item | Align-ment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Great Bow +1 | | K P A | | | | 1250 | 12/1 |
| Great Bow +2 | | K P A | Hold/Fear +30% | | | 2000 | 12/2 |
| Lightning Bow | Good | K P A | Electricity +20% | S3/1 | 10 | 3000 | 10/3 |
| Long Bow | | K P A | | | | 100 | 10/0 |
| Long Bow +1 | | K P A | | | | 500 | 10/1 |
| Long Bow +2 | Good | K P A | Sleep +10% | | | 1200 | 10/2 |
| Magic Sling | | K P A R | Magic +10% | Magic (Temp) +20% | 10 | 800 | 4/3 |
| Obsidian Bow | | | Cursed | S5/2 | 3 | 2000 | 3/0 |
| Robber's X-Bow | | R | Speed +4 | S2/7 | 10 | 8000 | 10/5 |
| Short Bow | | K P A | | | | 75 | 8/0 |
| Short Bow +1 | | K P A | | | | 375 | 8/1 |
| Short Bow +2 | Evil | K P A | Sleep +10% | | | 1000 | 8/2 |
| Sling | | K P A R | | | | 10 | 4/0 |
| Sling +1 | | K P A R | | | | 50 | 4/1 |
| The Magic Bow | Good | K P A | Magic +20% | S5/5 | 5 | 6000 | 10/4 |

## ARMOR

| Item | Align-ment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Blue Ring Mail | | K P A C R | Electricity +60% | S3/4 | 30 | 10000 | 0/9 |
| Bracers AC 4 | | A S R | | | | 1000 | 0/4 |
| Bracers AC 6 | | A S R | Hold/Fear +20% | S4/7 | 20 | 2500 | 0/6 |
| Bracers AC 8 | | A S R | Hold/Fear +60% | S4/7 | 40 | 7500 | 0/8 |
| Chain Mail | | K P A C | | | | 200 | 0/5 |
| Chain Mail +1 | | K P A C | Fire +5% | | | 500 | 0/6 |
| Chain Mail +2 | | K P A C | Fire +15% | | | 1500 | 0/7 |
| Chain Mail +3 | | K P A C | Luck +4 | | | 4500 | 0/8 |
| Holy Plate | Good | P | Magic +40% | Hold/Fear (Temp) +50% | 30 | 25000 | 0/12 |
| Leather +1 | | K P A C R | | | | 60 | 0/3 |
| Leather +2 | | K P A C R | Electricity +10% | | | 150 | 0/4 |
| Leather Armor | | K P A C R | | | | 20 | 0/2 |
| Padded +1 | | | | | | 25 | 0/2 |
| Padded Armor | | | | | | 10 | 0/1 |
| Plate Mail | | K P | | | | 1000 | 0/7 |
| Plate Mail +1 | | K P | Fire +10% | | | 2500 | 0/8 |
| Plate Mail +2 | | K P | Fire +20% | | | 7500 | 0/9 |
| Plate Mail +3 | | K P | Fire +50% | | | 15000 | 0/10 |
| Red Chain Mail | | K P A C | Fire +60% | S3/1 | 30 | 15000 | 0/10 |
| Ring Mail | | K P A C R | | | | 100 | 0/4 |
| Ring Mail +1 | | K P A C R | Fire +5% | | | 250 | 0/5 |
| Ring Mail +2 | | K P A C R | Fire +15% | | | 750 | 0/6 |
| Ring Mail +3 | | K P A C R | Speed +2 | | | 2000 | 0/7 |
| Scale +1 | | K P A C R | | | | 120 | 0/4 |
| Scale +2 | | K P A C R | Cold +10% | | | 300 | 0/5 |
| Scale Armor | | K P A C R | | | | 50 | 0/3 |
| Splint Mail | | K P | | | | 400 | 0/6 |
| Splint Mail +1 | | K P | Fire +10% | | | 1000 | 0/7 |
| Splint Mail +2 | | K P | Fire +20% | | | 2500 | 0/8 |
| Splint Mail +3 | | K P | Might +2 | | | 7500 | 0/9 |
| Ultimate Plate | | K | Magic +40% | S1/3 | 30 | 30000 | 0/13 |
| Un-Holy Plate | Evil | P | Magic +40% | Hold Fear (Temp) +50% | 30 | 25000 | 0/12 |
| X!XX!X's Plate | Neutral | K P | Luck +10 | Luck (Temp) +5 | 10 | 18000 | 0/11 |

# Might and Magic Item List

## SHIELDS

| Item | Alignment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Acid Shield | | K P C R | Acid +20% | | | 2500 | 0/5 |
| Cold Shield | | K P C R | Cold +20% | | | 2500 | 0/5 |
| Dragon Shield | | K P C R | Magic +10% | S7/4 | 20 | 8000 | 0/7 |
| Elec Shield | | K P C R | Electricity +20% | | | 2500 | 0/5 |
| Fire Shield | | K P C R | Fire +20% | | | 2500 | 0/5 |
| Large Shield | | K P C R | | | | 50 | 0/2 |
| Large Shield +1 | | K P C R | | | | 200 | 0/3 |
| Large Shield +2 | | K P C R | | | | 800 | 0/4 |
| Magic Shield | | K P C R | Magic +20% | S4/7 | 20 | 5000 | 0/6 |
| Silver Shiled | | K P C R | Sleep +20% | | | 100 | 0/2 |
| Small Shield | | K P C R | | | | 10 | 0/1 |
| Small Shield +1 | | K P C R | | | | 100 | 0/2 |
| Small Shield +2 | | K P C R | | | | 400 | 0/3 |

## OTHER ASSORTED ITEMS

| Item | Alignment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| 10 Foot Pole | | | No Equip | | | 10 | |
| Amber Gem | | | No Equip | | | 500 | |
| Antidite Brew | | | No Equip | C4/2 | 2 | 500 | |
| *B Queen Idol | | | No Equip | | | 0 | |
| Bag of Garbage | | | Cursed | | | 100 | |
| Bag of Sand | | | No Equip | S1/8 | 5 | 100 | |
| Bag of Silver | | | No Equip | | | 300 | |
| *Belladonna | | | No Equip | | | 25 | |
| Bells of Time | | | No Equip | Age +10 | 50 | 1000 | |
| Belt of Power | | K P R | Might +5 | | | 600 | |
| Boots of Speed | | | Speed +5 | Speed (Temp) +5 | 10 | 800 | |
| *Bronze Key | | | No Equip | S1/2 | 20 | 500 | |
| *Cactus Nectar | | | No Equip | C3/1 | 10 | 400 | |
| Cleric's Beads | | C | Personality +5 | C2/1 | 50 | 3000 | |
| *Coral Key | | | No Equip | C3/8 | 10 | 300 | |
| *Crystal Key | | | No Equip | S7/5 | 10 | 1000 | |
| Curing Potion | | | No Equip | C2/1 | 4 | 350 | |
| Defense Cloak | | | Armour Class +2 | | | 700 | |
| Defense Ring | | | Armour Class +1 | S2/3 | 30 | 500 | |
| Destroyer Wand | | A S | Magic +10% | S6/2 | 10 | 7000 | |
| Diamond Collar | | | Age +80 | S7/5 | 10 | 10000 | |
| *Diamond Key | | | No Equip | S5/5 | 20 | 2000 | |
| *Dragons Tooth | | | No Equip | C6/3 | 10 | 1500 | |
| Dried Beef | | | No Equip | Food +6 | 3 | 40 | |
| Element Scarab | | | Personality +5 | C7/3 | 20 | 6000 | |
| *Eye of Goros | | | No Equip | S7/1 | 20 | 10000 | |
| Fire Opal | | | Age +80 | S7/3 | 10 | 10000 | |
| Flying Carpet | | S | Armour Class +2 | S3/2 | 10 | 500 | |
| *Garlic | | | No Equip | | | 5 | |
| Gem Sack | | | No Equip | Gems +10 | 10 | 10000 | |
| *Gold Key | | | No Equip | S3/3 | 15 | 800 | |
| Horn of Death | | | No Equip | S5/3 | 0 | 2500 | |
| Jade Amulet | Neutral | None | Race = None | | | 600 | |
| *Key Card | | | No Equip | | | 0 | |
| *Kings Pass | | | No Equip | | | 0 | |
| Knowledge Book | | P A C S | Intellect +2 | Spell Level (Temp)+1 | 4 | 1000 | |
| Lantern | | | No Equip | C1/5 | 10 | 20 | |

* Special items used for quest.

# Might and Magic Item List

| Item | Alignment | Class | Equip Bonus | Special Power | Charges | Gold Value | Damage /Bonus |
|---|---|---|---|---|---|---|---|
| Laser Blaster | | | Accuracy +5 | S6/2 | 10 | 2000 | |
| Lightning Wand | | A C R | Electricity +20% | S3/4 | 10 | 1500 | |
| Lucky Charm | | | Luck +5 | Luck (Temp) +10 | 20 | 800 | |
| Magic Herbs | | | No Equip | C1/4 | 3 | 50 | |
| Magic Oil | | | No Equip | S6/5 | 3 | 3000 | |
| Magic Potion | | | No Equip | Spell Points (Current) +10 | 2 | 500 | |
| Magic Vest | | | Magic +20% | S4/8 | 10 | 6000 | |
| *Map of Desert | | | No Equip | S1/7 | 20 | 400 | |
| *Medusa Head | | | Cursed | | | 0 | |
| *Merchants Pass | | | No Equip | | | 0 | |
| Might Potion | | | No Equip | Might (Temp) +5 | 3 | 200 | |
| Model Boat | | | No Equip | C3/8 | 15 | 400 | |
| *Pirates Map A | | | No Equip | | | 1000 | |
| *Pirates Map B | | | No Equip | | | 2000 | |
| Potion of Life | | | No Equip | C6/2 | 2 | 1500 | |
| Power Gauntlets | | K P A C R | Might +5 | | | 3000 | |
| Precision Ring | | | Accuracy +5 | | | 3000 | |
| Return Scroll | | | No Equip | C6/5 | 1 | 2000 | |
| *Ring of Okrim | | | Luck +10 | S4/8 | 20 | 3000 | |
| Robber's Tools | | R | Thief Abil's +20% | | | 150 | |
| Rope & Hooks | | | No Equip | S2/4 | 30 | 10 | |
| Ruby Idol | | | No Equip | | | 3000 | |
| *Ruby Whistle | | | Luck +2 | C1/1 | 200 | 500 | |
| Scroll of Fire | | | No Equip | S3/1 | 1 | 300 | |
| Shinny Pendant | | | Sleep +30% | S2/2 | 10 | 2000 | |
| Silent Chime | | | No Equip | C2/7 | 20 | 400 | |
| *Silver Key | | | No Equip | S1/5 | 30 | 600 | |
| Skill Potion | | | No Equip | Level (Temp) +5 | 5 | 600 | |
| Smelling Salt | | | No Equip | C1/1 | 3 | 50 | |
| Sorcerer Robe | | S | Intellect +5 | S3/3 | 20 | 2500 | |
| Speed Potion | | | No equip | Speed (Temp) +5 | 3 | 200 | |
| Star Ruby | | | Luck +10 | S1/3 | 30 | 6000 | |
| Star Sapphire | | | Magic +30% | S6/4 | 10 | 6000 | |
| Sun Scroll | | | No Equip | C7/5 | 1 | 3000 | |
| Sundial | | | No Equip | S1/7 | 50 | 500 | |
| Teleport Helm | | | Magic +10% | S5/5 | 20 | 5000 | |
| Thundranium | | | No Equip | Might (Temp) +15 | 200 | 10000 | |
| Torch | | | No Equip | C1/5 | 1 | 2 | |
| UnDead Amulet | | | Hold/Fear +50% | C1/8 | 20 | 800 | |
| UnObtainium | Neutral | None | Sex = None | | | 50000 | |
| *Vellum Scroll | | | No Equip | | | 10 | |
| *W Queen Idol | | | No Equip | | | 0 | |
| Wand of Fire | | A S | Fire +15% | S3/1 | 10 | 1000 | |
| Wealth Chest | | | No Equip | Gold +5100 | 5 | 6000 | |
| *Wolfsbane | | | No Equip | | | 10 | |
| *Wyverns Eye | | | No Equip | S2/8 | 20 | 1000 | |
| Youth Potion | | | No Equip | C6/3 | 2 | 4000 | |

* Special items used for quest.

# Notes:

*Writings found herein include strategies needed to accelerate your quest for the Secret of the Inner Sanctum.*

*Those gracious creators of Might and Magic have compiled and composed the great truths of the Land of Varn. Amongst these pages find:*

- *55 Complete Maps—Leaving just your search, eliminating the need to map.*
- *Coded* Strategies for Game Playing. Including:*
  - *Tips and Tactics*
  - *Specific Coordinates*
  - *Miscellaneous Answers*

  **Thus providing hints on a need-to-know-basis.*
- *Over 200 Items of Might and Magic described.*

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